ZERO

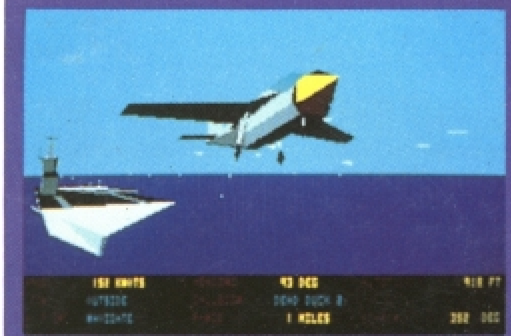
GAMES ST AMIGA PC CONSOLES AUGUST ISSUE £1.50

HOT STUFF!
UNREAL



STREWTH! NO STRIDES! NO MESSING!

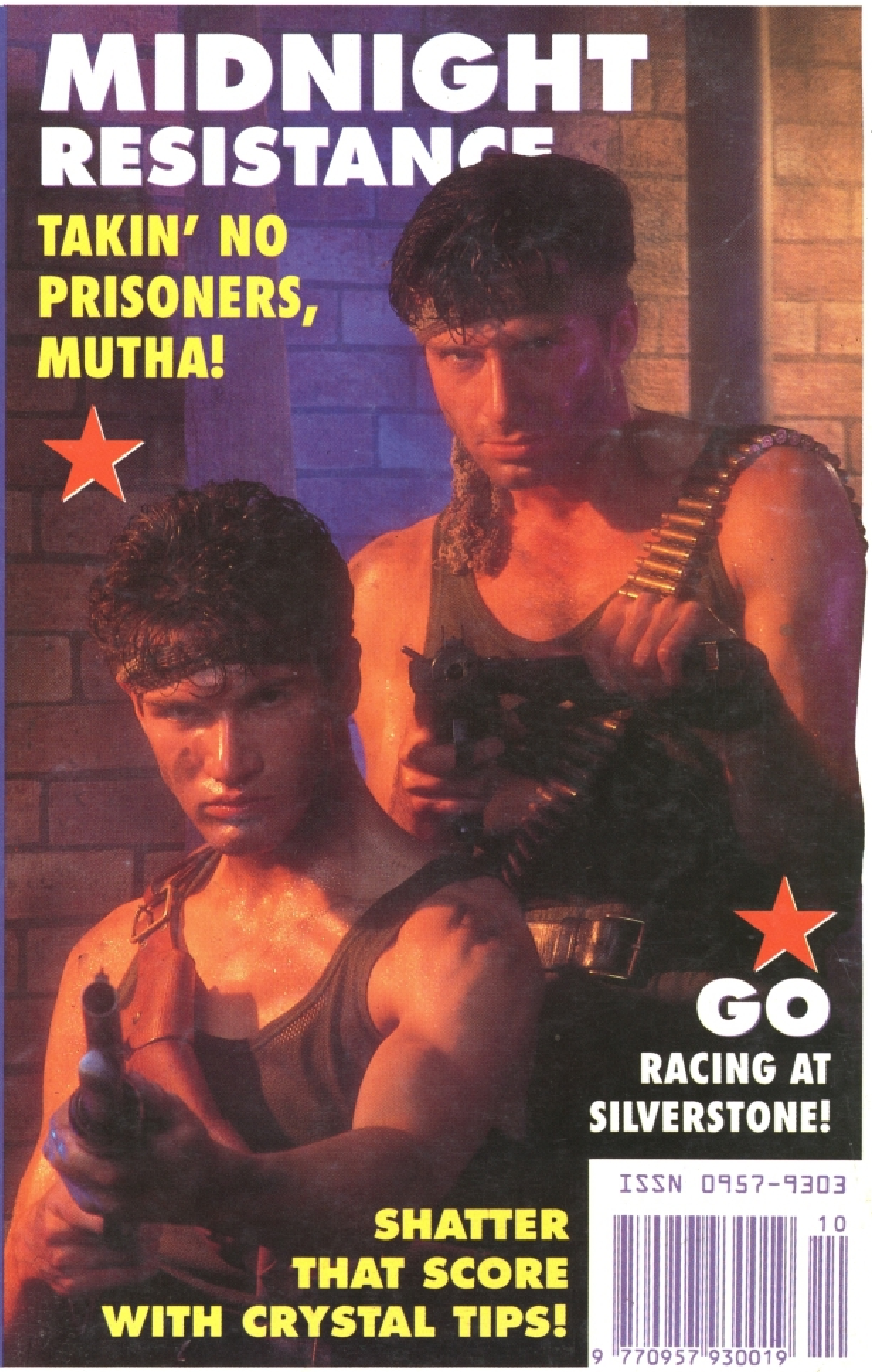
FLIGHT OF THE INTRUDER



A CHIP OFF THE OLD FALCON?

PLUS!
FLOOD ★ TIME MACHINE
THUNDERSTRIKE
FALCON MISSION DISK 2

WIN!
A LYNX IN YOUR HAND! AN ST ON YOUR TABLE!



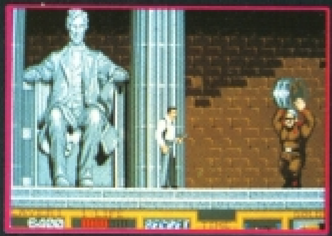
MIDNIGHT RESISTANCE
TAKIN' NO PRISONERS, MUTHA!

GO
RACING AT SILVERSTONE!

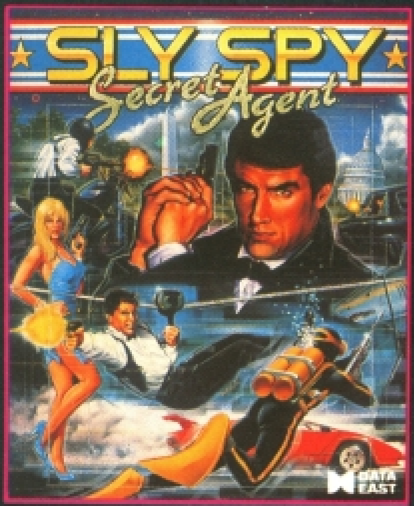
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TIMES



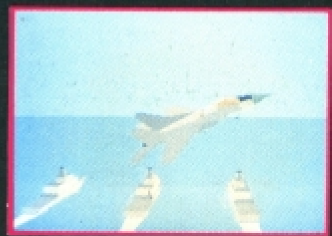




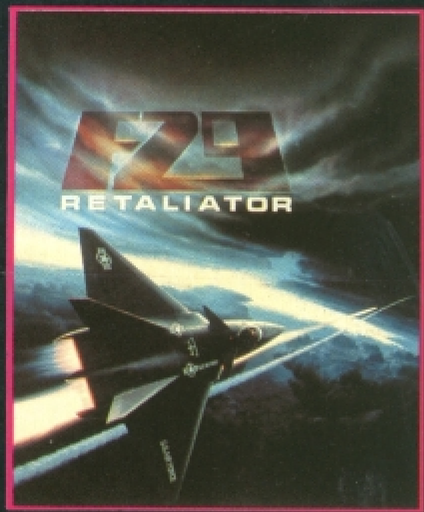
The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

ESPIONAGE EXTRAVAGANZA FEATURING 9 LEVELS OF HIGH ACTION!

"Utterly mouth-watering graphics and an amazing depth of play ... the best flight simulation I have ever seen (and there's nothing on the visible horizon that looks set to come close). It's not a simulation, it's an experience ... Ocean's first flight sim is the best out!" Zzap 97%.

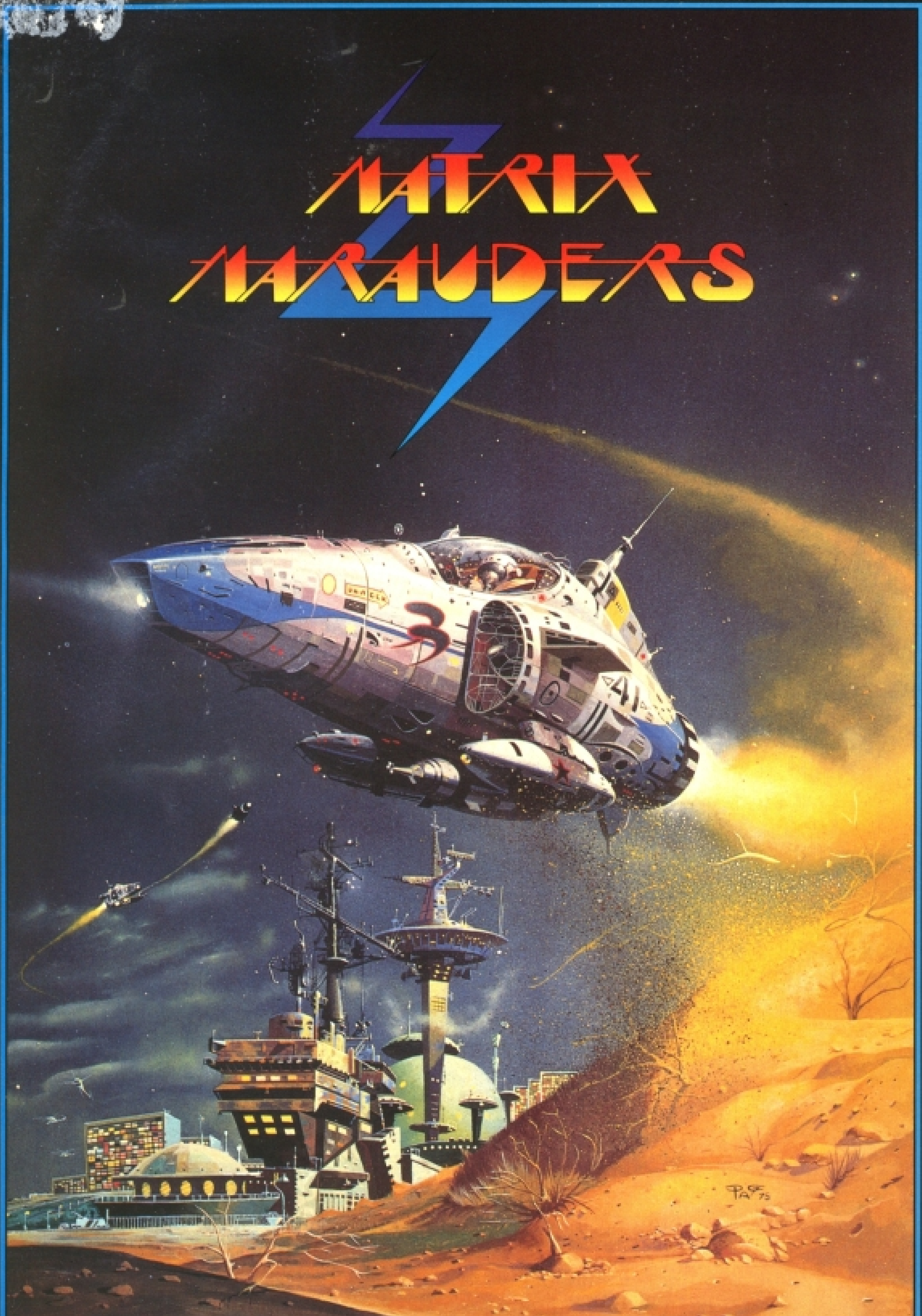




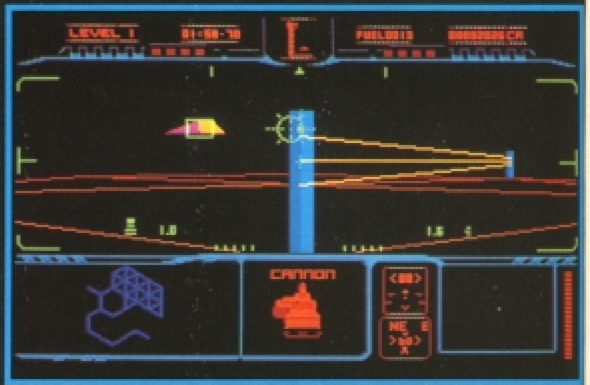


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MATRIX MARAUDERS

EARTH ONE – PREPARE TO DESCEND. YOUR TIME HAS COME . . .

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Featuring a unique 3D arcade game concept.

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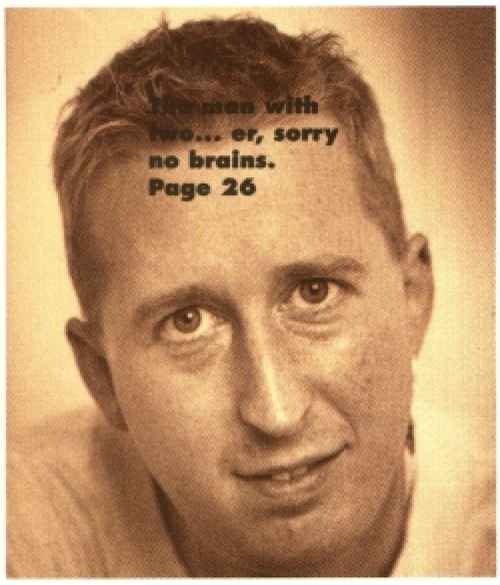
Access VISA

PSYCLAPSE

ZERO 10



Quiffy gets a little wet! Page 48



The man with two... er, sorry no brains. Page 26



Kick Off 2 scores in injury time. Page 46

GAMES LIST

The comprehensive ZERO listing. Cop an eyeful of this:

REVIEWS

PREVIEWS

ZERO

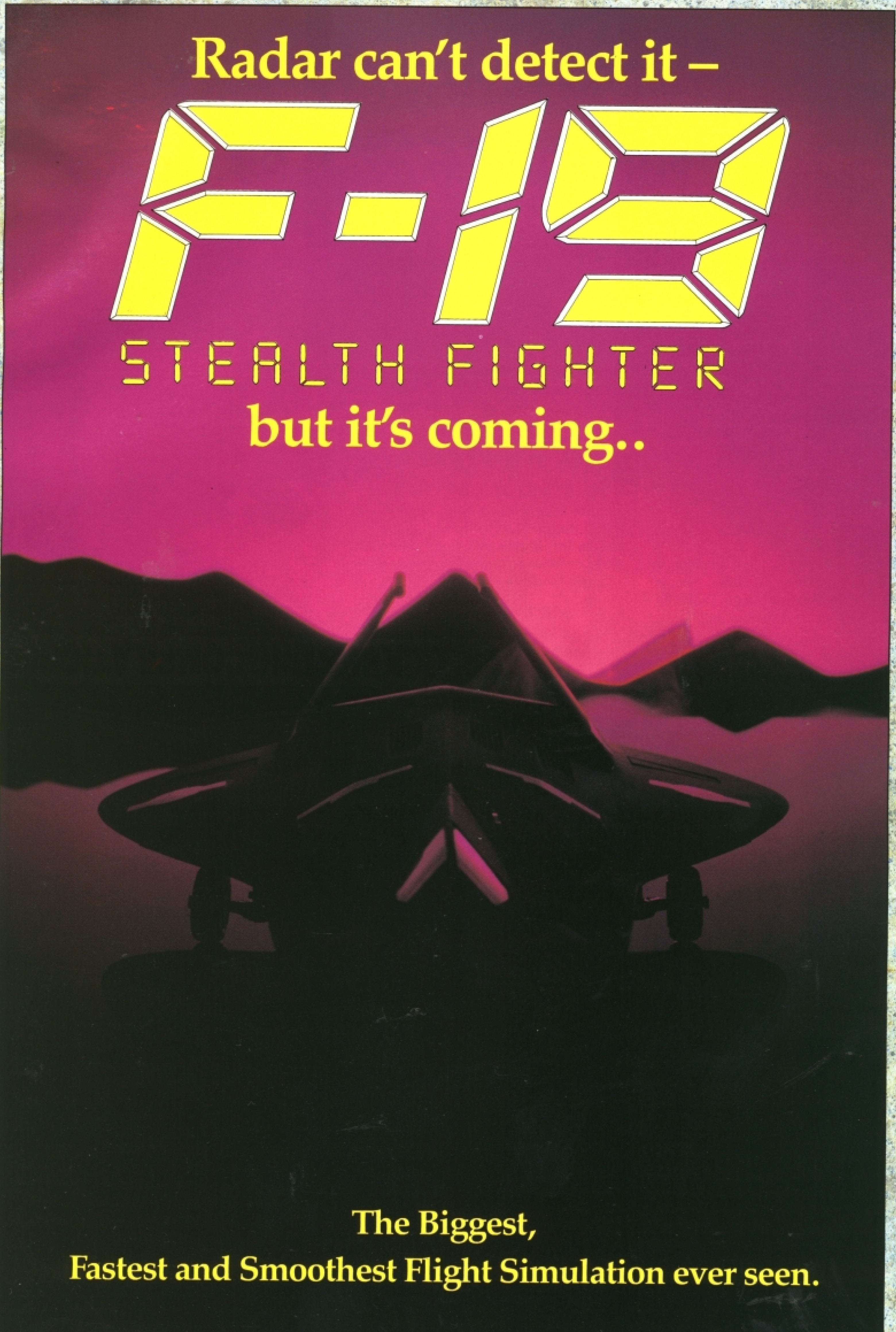
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STEALTH FIGHTER
but it's coming..
The Biggest,
Fastest and Smoothest Flight Simulation ever seen.

You're flying on high octane adrenalin

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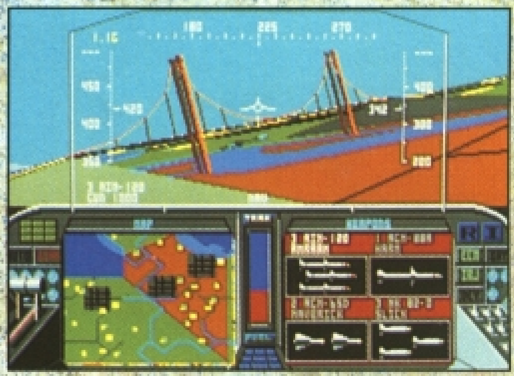
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Forget about other flights of fancy – This is the Real World.



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All the action you can handle – and always a new challenge waiting.

Graphical detail and depth of gameplay are claims made by others – here they are reality.





FLY F19 SOON ON YOUR ATARI ST AND COMMODORE AMIGA.

MICROPROSE



IBM Screen shots shown. Actual screens may vary.

A LARGE BIT OF NEWS



Okay, so we had our knockers but *Elvira* was well worth putting on our cover in June. Question is, why isn't it out yet? ST and Amiga versions were due a while back, but things haven't exactly been helped by the fact that game's publisher - Tynesoft - has gone under.

The game is coming out though, soon – promise. Its developer, Horrorsoft, is linking up with another publisher, so *Elvira* should be busting out of brassières all over the country at the end of July.



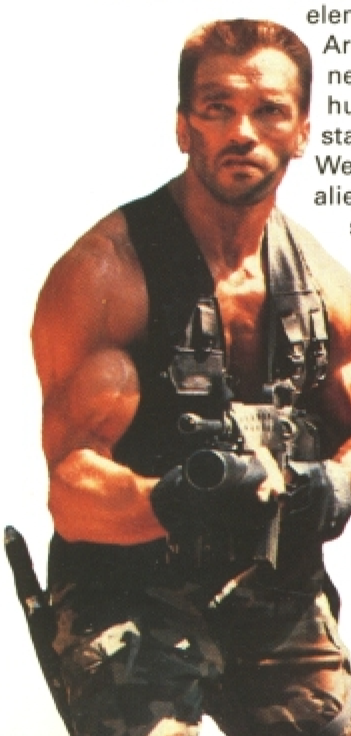
CONSOLES COME OUT OF THE CLOSET

Forget any talk of rumours – Amstrad and Commodore will be joining the console task force this Autumn. Together with the already growing forces of Sega and Nintendo (plus Atari if you look really, really hard) will be a new cartridgised CPC and C64 – and both are likely to cost less than £100.

As ZERO went to press, Amstrad was still screaming "not listening, not listening" at anyone who mentioned the new games-only system. Commodore has been a bit more talkative – it said "yes there is one," then shut up completely.

SCOOP!!!

Activision has secured the rights to what it is already confidently predicting will be "the biggest film licence of 1991." *Predator Vs Aliens*, as the big name suggests, combines elements from the hit Arnold Schwarzenegger movie and the huge space horror hit starring Sigourney Weaver and an, erm, alien. The movie is sure to bust a few blocks purely on the strength of the reputation of the two preceding films and Activision are confident that the game will be just as big a hit. Neither the film or the game will be out until next year.



COMMODORE GIVE BIRTH



Commodore has finally unveiled its new CD Amiga which – if the hype is to be believed – could revolutionise technology in the home – and probably save the ozone layer too. Called the CDTV, the £699 "complete home entertainment system" looks like a video recorder and is basically a very advanced CD audio unit with an infra red handset and an in-built Amiga PCB with 1Mb of memory. It is fully compatible with all existing A500 software – provided a 3.5 inch disk drive is added. Each CD can handle (gasp!) 660Mb, the equivalent of 720 3.5 inch disks. In other words, one CD could have all the games Ocean has ever released encoded on it - but that's unlikely as the Pope standing for President. Early CD software is more likely to be *Guinness Book Of Records* type stuff, with heaps of information, great sound and stunning graphics. But don't panic, there will be games.

By buying extras, the CDTV can soon start to look more like a computer. A trackerball and joystick will be available as soon as the machine hits the shops in late September/early August.



GONE BUT NOT FORGOTTEN

Grandslam – the label behind *The Flinstones, Running Man,* and *Thunderbirds* – has kicked the bucket. And that's left a bit of confusion over what's going to happen to games it had in the pipeline like *Liverpool F.C.* and *Hunt For Red October*. Rival publishers are already sniffing about for the rights, developers are trying to hang on to what they've coded and Grandslam's owners are even trying to start again under a different label. All we can say is, don't hold your breath.





THE EARTH'S THE LIMIT

Maxis, the US publisher behind *Sim City*, has linked up with top British publisher Ocean. The first fruit of the tie-in is *Sim Earth*. As astute readers will have guessed, the title is a follow up to *Sim City* but with the future of the entire planet at stake this time around. Good grief.

It also seems likely that Ocean will produce a CD version of the *Sim Earth* designed for use with Commodore's CDTV. Watch your step, God – CD is here to take over (or something along those lines).

CDST EXISTS: OFFICIAL



Atari has announced plans to launch its CDST sometime in 1991 in the same week as Commodore finally unveiled its CDTV. It will be pitched directly against the Commodore machine.*(Ooh, fisticuffs! Ed.)*

Atari has actually had a CD ROM drive for its ST for some years. Unfortunately, it has never been able to persuade software houses to write for the thing and they have subsequently languished in the firm's warehouses.

Now those drives look likely to see the light of day later this year with a price tag of around £250 with an all in one CDST to follow in '91. There is no indication of price for the proposed machine but president Sam Tramiel did say it would be "very competitive" compared to the £699 CDTV, so you'll have to wait and see.

He added that the level of software support for the machine was still minimal but added that he would be prepared to launch into the CD field with as few as five decent titles available. Currently it is believed that there are just two products completed for the CDST.

Meanwhile, Tramiel has also talked of "brand new technology 16-bit and 32-bit super graphics" consoles, to be launched in 1991 or '92. The 16-bit console will not, however, be the much-rumoured ST console but an extension of its ancient VCS range. There are no other details about spec or price of these machines at present but Tramiel did claim that they will be far ahead of any console currently on the market.



ON THE GRAPEVINE

The bods from The Software Business are busy bees at the moment, throwing product at the discerning games punter by the bucket load. **Tarot** is a game described as 'timeless' and 'seemingly unending' – but we'd place the emphasis more on 'far out man'. This is software for the reader in search of 'self-enlightenment' and 'surrealism'. 'Odd' is not the word. 'Paisley' probably is.

● Meanwhile, Ocean is beavering away at a game on a Western theme called **Billy The Kid**. It's based on a character called Albert Poselthwaite... hang on, wrong game. Erm... you play either Billy himself or his sworn enemy Pat Garrett – the marshal mellow who wouldn't take bribes, bless his little cotton socks – in a central strategy game and nine linked arcade games from Quick Draw contests to Cattle Rustling. The game features an authentic map of Lincoln County, digitised sound effects and several other things that are probably best left under the bar in the 'Cowboy's Groin Rest Inn'. Yee-hah!

● Audiogenic is soon to release its first Nintendo game, a puzzler entitled **Loopz**, on 16-bit. No prizes for guessing that the idea is to make loops using pieces that appear one at time. Tetris has a lot to answer for – in the nicest possible sense...

● Among the snippets gleaned from the recent CES Show in Las Vegas is news of a new title from Electronic Arts. Called by the rather subtle title of **Gorbachev's Ace** (no kidding), you play a pilot in the Soviet Elite Air Corps. "Your assignment: Protect Perestroika!" The general idea is to fly around in a Sukhoi SU-25 Strike Aircraft on top secret missions to neutralise 'independent operatives working to provoke conflicts between the US and USSR'. It sounds so weird it ought to be a French flight sim.

● Sierra has a whole bundle of new product lined up for the future: **King's Quest V** comes on apace, featuring 10 Mb of data which will be supplemented by 'hours of digitised speech' on the CD-ROM version. Another two sequels are also on their way: first off, **Space Quest IV: Roger Wilco And The Time Rippers**, Sierra's first scrolling game (gasp). This features the charming Latex Babes of Estros among other largely perverted characters (good Lord!). Also coming soon will be **Hero's Quest II: Trial By Fire**, set in the deserts of Arabia. Martini Extra Dry is an optional extra for owners of 386 PCs only.

● Sierra also plans to dress up a few old classics using the latest technology available. **King's Quest I** has been completely re-designed, with new graphics and enhanced soundtracks, and others are soon to follow suit.

Compiled by Stuart Dinsey and Dave Roberts.

BORN IN THE USA

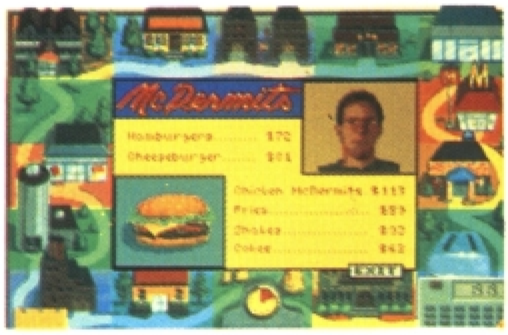
Is it a bird? Is it a secret weapon of the Luftwaffe? *(Yes. Ed!)* Is it a musclebound dude thrashing away at a guitar and bellowing about cruising on the endless freeway of life? No – it's a load of sneak previews from the land of silicon French Fries deemed fit for British consumption...

SECRET WEAPONS OF THE LUFTWAFFE

The way everyone is going on about the Battle Of Britain at the moment, you'd be forgiven for thinking that the war in the air ended in 1941. Not so. The Germans were busy building the first jet fighters and the Americans were putting wings on muscle cars and calling them Mustangs. *Secret Weapons Of The Luftwaffe* (covering the years 1943-1945) follows on where *Their Finest Hour left* off, both in terms of quality and subject matter. In other words, it's gonna be, um, 'hot'.

● Available late 1990/early 1991 from Lucasfilm/US Gold.





KEEPING UP WITH JONES

Why should anyone want to keep up with Jones? What's so great about people called Jones? Can you think of many famous Joneses? No, of course not. Then again, you probably can't think of many board games designed specially for the computer either. Using digitised animations of live actors to travel round the game board, you attempt to make something of your life. This involves getting educated, getting employed and getting rich. Succeed in all this and you could become the ultimate yuppie. Fail and you might end up working for ZERO.

● Available in the Autumn from Sierra for PC. Amiga and ST versions to follow.

HEART OF CHINA



Hearts of china are likely to get broken in this tough 1930's adventure which sets you on the trail of the kidnapped daughter of a wealthy American investor. She's gone missing in revolutionary China so, with the obligatory streetwise Ninja in tow, you go straight to Paris and Istanbul (That'll fool the opposition). Cinematic cutaways, "meanwhile" screens and a viewpoint that switches between the three major characters and the opportunity to make endless puns about Ming vases.

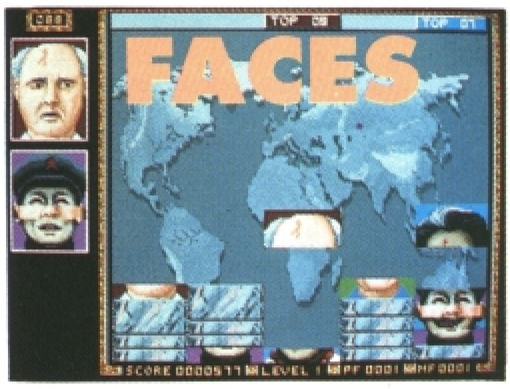
● Available at Xmas from Dynamix on PC.

KNIGHTS OF THE SKY

Ah! A medieval flight sim full of winged horses and the like. Well no, not exactly. *Knights Of The Sky* is a First World War flight sim involving dogfights, missions and – wait for it – a two player mode. After all those years of high tech radar, it's back to navigation by compass and map. Improved technology will affect how planes fly in the later stages of the war – provided you're not still going round in circles trying to work out which way's South.

● Available from MicroProse on PC later this year, price to be announced.





Designed by the *Tetris* team, this game involves putting together pieces of a face as they fall from the sky. Incorrectly placed pieces turn to marble (so that's where all those Greek statues come from), while bonuses can be awarded for completing the faces of the famous. The game also accommodates a head-to-head feature – which sounds like the cue for a joke...

● Available now from Spectrum HoloByte on PC. Amiga version to follow. *(Call that a joke? Ed.)*


HEROES
SCHWARZENEGGER • BOND
BARBARIAN • SKYWALKER
James Bond is out on his own and out for revenge
007
LICENCE TO KILL
BARBARIAN II
PALACE
SCHWARZENEGGER
THE RUNNING MAN
GRANDSLAM
STAR WARS
4 LEGENDARY HEROES · 1 BLOCKBUSTING COMPILATION
LICENCE TO KILL
Bond is back to take revenge on Sanchez, the evil, double dealing drugs baron. Can you beat the odds and deliver the goods?
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BARBARIAN II
Hack 'n slay action. Grisly traps and hideous monsters await in the Dungeons of Drax. The most successful hero ever created for home computers.
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THE RUNNING MAN
It's Showtime! Face death in the most dangerous game show of all time!
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Join the ultimate Sci-fi hero Luke Skywalker in a death-defying last ditch attempt to blow up Darth Vader's stronghold, the Deathstar.
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ST CHART

1. **F-29 RETALIATOR** Ocean
2. **EMLYN HUGHES INT. SOCCER**/Audiogenic
3. **GHOSTS 'N' GOBLINS** Elite
4. **ITALY 1990** US Gold
5. **WORLD CUP ITALIA '90** Virgin
6. **DRAGON'S BREATH** Palace
7. **RESOLUTION 101** Millenium/Logotron
8. **RAINBOW ISLANDS** Ocean
9. **KICK OFF 2** Anco
10. **MIDWINTER** MicroProse

Shipping Charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 071-631 1234

EXTASE

Any game that has three difficulty levels called respectively 'Innocent', 'Latin Lover' and 'Young Cannibal' has to be French. Yep, this is another weirdie, this time from Virgin who are (not surprisingly) pretty excited about it. It's a puzzle game in which you have to guide 'sparks' though a maze to the terminals in an android's brain. Easy? Unfortunately, someone else is doing much the same thing – and since necessary parts to complete the paths can be stolen off each other, this isn't a game of global – or even cerebral – co-operation.

The game has an amazing 'interactive' soundtrack (it reacts to your actions during play) that oozes atmosphere. Even the expression of the android is determined by the gameplay!

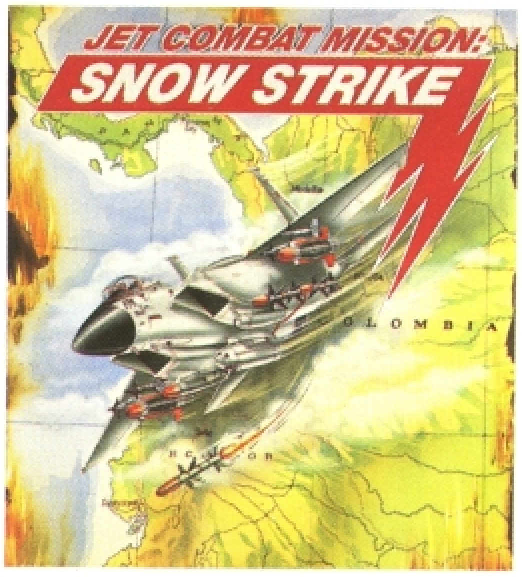
● *Extase* will be available from Virgin in August on ST, Amiga and PC, price tba.



SNOW STRIKE

Where would computer games be without the inspiration of American foreign policy? The Yanks' tendency to blow up (or at least attempt to blow up) anything or anyone they don't like provides endless violent scenarios for gamesplayers. As a carrier based F-14 pilot, you have 10 missions to fly against the headquarters of the South American drug barons. With skill and daring you can destroy the major drug installations, provided, of course, that the CIA have actually managed to locate the right place for once.

● Available from US Gold in August on ST, Amiga and PC, Price to be announced.



GOLD OF THE AZTECS



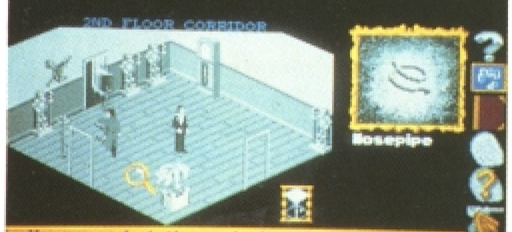
The effects of discovering gold in an area are much the same as being featured on *The Holiday Programme*. "Hey boys, I've just discovered gold. Whoops, there goes our culture." Still, the anthropological effects of economic exploitation will be the least of your worries as you battle through over 80 screens of tricks and traps that test both your mental and joystick dexterity. Your reward for a steady nerve and a sharp brain is more gold than you can shake a member of the Onassis family at. Having plundered all this, you can hang around a couple of hundred years and watch the now poverty stricken Aztecs turn to agriculture. Then you can start whingeing about the destruction of the rain forests.

● Available from US Gold in mid-August on ST, Amiga and PC. Price to be announced.

MURDER

What is a budding young sleuth to think if he arrives at a large Edwardian Mansion and finds it littered with red herrings? Is cook having another of her funny turns or have they just stumbled into a murder mystery? Since US Gold's game is called *Murder* then it's probably the latter. There are three and a half million murders to solve in a world of dapper gents and flapper gels. You'll be able to use both questions and forensic investigation in your attempt to find out whodunit and why.

● Available from US Gold in September on ST, Amiga and PC. Price to be announced.

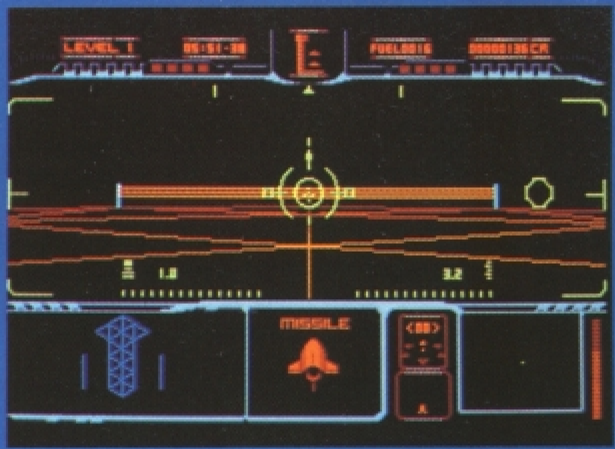


AMIGA CHART

1. **KICK OFF 2** Anco
2. **THEIR FINEST HOUR** Lucasfilm/US Gold
3. **ITALY 1990** US Gold
4. **A.M.O.S.** Mandarin
5. **EMLYN HUGHES INT. SOCCER**/Audiogenic
6. **MIDWINTER** MicroProse/Rainbird
7. **RESOLUTION 101** Millenium/Logotron
8. **GHOSTS 'N' GOBLINS** Elite
9. **TURRICAN** Rainbow Arts
10. **CHAMPIONS OF KRYNN**/SSI/US Gold

Shipping Charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 071-631 1234

MATRIX MARAUDERS



There are few things more irritating than a backseat driver. When that driver turns out to be a smart-arsed computer, then you'd be forgiven for getting more than a little short tempered. However, without this on board know-all, your chances of surviving more than a few nano seconds of Psygnosis' futuristic 3D racing game are minimal. Hurtling through the complex mazes of Death Tunnels in a Marauder racing pod, you'll soon be glad of all the help you can get. Not only are you in grave danger of careering into a particularly tight corner, you're also just as likely to come into contact with a particularly deadly missile. Of course you can use pit stops to grab a coke and a tool up. However, you'd be well advised to save some dosh for fuel and speed amplification. As Aristotle once said (probably): "A Marauder without fuel is like a cow in a field full of bulls. F**d."**

● Available soon from Psygnosis on ST and Amiga, priced £19.99.

OOPS-UP



Travelling the universe to get some spares for your spacecraft may not sound very odd to you. However, when your journey brings you up against bouncing cubes, teddy bears and frogs then you could be forgiven for thinking something slightly odd is going on.

● Available from Demonware in August on Amiga, priced £24.95, ST version to follow.



BIG RUN

Ah! The joys of the Paris to Dakar rally! Tootling through beautiful French countryside, pausing only to share a bottle of rough red French wine with a rough red French woman. Then when you arrive in Tunis and all the danger starts, you conveniently break down.

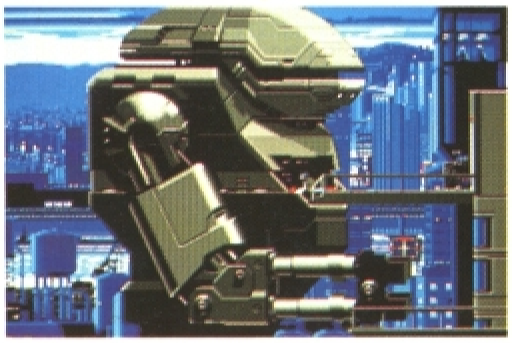
Unfortunately, it's at this stage that *Big Run* starts. Well, not at the breakdown but in Tunis at the beginning of the... er... tricky bit of the race. Six stages of suspension-rattling countryside lie between you and a comfy bed in Dakar. "Your car is tough enough to take any collision you care to throw at it." But are you?

● Available from The Sales Curve in early 1991 on ST and Amiga. Price to be announced.

METAL MASTERS

Metal Masters are not, as you might have thought, a heavy metal rap band. In fact they're huge robots – as big as a house. (But then how big is a house, heh?). Having built one of these bigger-than-a-cottage monsters, you get to control it in a series of sport or warfare competitions. Success means loadsamoney to spend on upgrading your robot and ultimately a chance to have a go at the Metal Master himself. Failure means an early visit to the scrap yard. "Fifty quid for that pile of old junk mister? You must be bloomin joking."

● Available in the Autumn from Infogrames on ST, Amiga and PC, priced £24.99.





MR. DO! RUN RUN

Mr. Do is a man with balls. Well, only one of them actually, but it is made out of crystal. This is his only weapon in Electrocoin's conversion of the cult arcade game. Mr. Do must use his weapon against all manner of rather weird and wonderful monsters. Fortunately Mr. Do is a clown, so at least he'll be able to die laughing.

● Available from Electrocoin in early July on ST and Amiga, priced £14.99.

PC

CHART

1. **THEIR FINEST HOUR** Lucasfilm/US Gold
2. **688 ATTACK SUB** Electronic Arts
3. **KING'S QUEST TRIPLE PACK**/Sierra
4. **ULTIMA VI** Origin/Mindscape
5. **FOOTBALL MANAGER** Addictive
6. **FLIGHT SIMULATOR 4** Microsoft
7. **MICROPROSE SOCCER** MicroProse
8. **LEISURE SUIT LARRY 3** Sierra
9. **CHESSMASTER 2100** CDS
10. **HARPOON** PSS/Mirrorsoft

Shipping Charts supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 071-631 1234

ANARCHY



Despite the rather dodgy state of the NHS, *Anarchy* might seem a strange title for a game about a serum that can save earth from a deadly plague. However, the transporter carrying the serum has been destroyed by raiders and all the containers of serum are floating around in space waiting to be collected. Also floating around are a fleet of Stealer ships aiming to snatch the cannisters before you can get them on board a second transporter. Just to add to the fun, there are the Guardians who appear in the higher levels in the form of anything from gigantic skulls to winged serpents. Four levels of parallax scrolling and up to 80 aliens on screen at a time... now ask why it's called *Anarchy*.

● Available soon from Psygnosis on ST and Amiga priced £19.99.

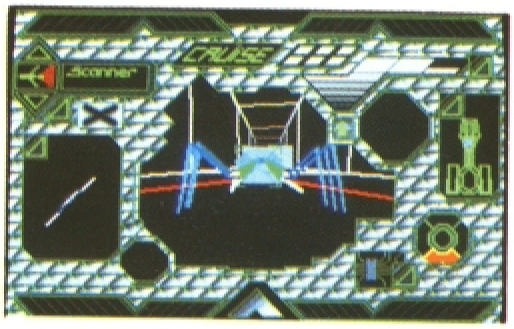
MAGIC FLY



In the far distant future, the in thing in spacecraft design is the insect look, which may go some way to explaining why the crack police unit you belong to is called *Magic Fly*. If you can overcome the embarrassment of flying around in a giant centipede, then you'll be ready to fly daring missions against the base of arch criminal organisation CETI. Armed with a fearsome range of weapons (including an Atomic Sledgehammer!) you'll be ready for anything that you come across in the arch meanies base.

A far more serious danger is the rumour that as a result of changing fashion and a taste for space ships shaped like castanets, your organisation is to be renamed Spanish Fly.

● Available form Electronic Arts in August on ST and Amiga, priced £24.99.



MURDER IN SPACE

Solving a murder is pretty tricky at the best of times. A murder that is committed in space throws up a whole load of new problems. How do you smoke a pipe through a space helmet? How do you fingerprint someone clad entirely in asbestos? If you can overcome all these little hitches, then you might be able to discover who carried out the murder attempt on board the 21st century space station before another more successful attempt is made. If not, then you could find yourself demoted to traffic duties on Jupiter.

● Available in the Autumn from Infogrames on ST, Amiga and PC, priced £24.99.

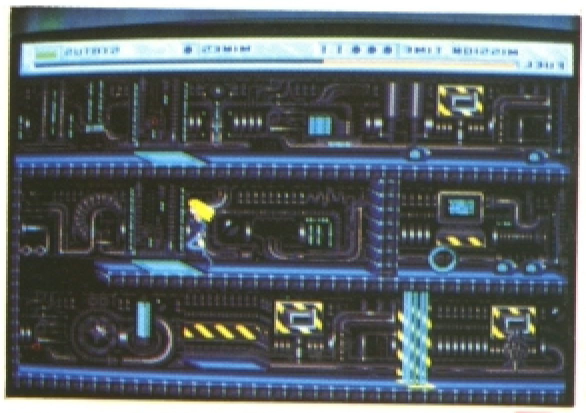
ROD LAND

These platform characters aren't half as sweet as they're made out to be. Beneath those cutesy exteriors beat the hearts of twisted psychopaths. The way the heroes of *Rod Land* deal with baddies is to stun them with a magic rod, pick them up and bash them repeatedly on the floor until they're dead. The perpetrators of this uncalled for sadism are called Tam and Rit – which sounds pretty dodgy to me. To help them in their platform adventure, Tam and Rit are equipped with a pair of magic shoes and they spend a lot of their time collecting flowers. But they ain't foolin' no one.

● Available from The Sales Curve in early 1991 on ST and Amiga, price to be announced.



FINAL COUNTDOWN



When is an asteroid plunging towards earth not an asteroid plunging towards earth? When it's the hull of a giant interstellar craft of course. In less time than it takes to say "but I can't find my other stocking", you find yourself beamed aboard the stricken vessel with orders to prevent the biggest pile-up since the last big pile-up. Despite the presence of a number of defence mechanisms, most of the hacking in this game has nothing to do with swords but your attempts to get into the ship's computer system to find out what the ship is doing and tell it to stop.

● Available from Demonware at the end of July on Amiga, priced £24.95.

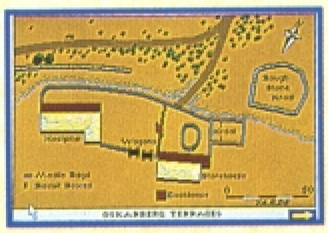
STOP

Stand fast
Hold your ground
Mark your man



RORKE'S DRIFT







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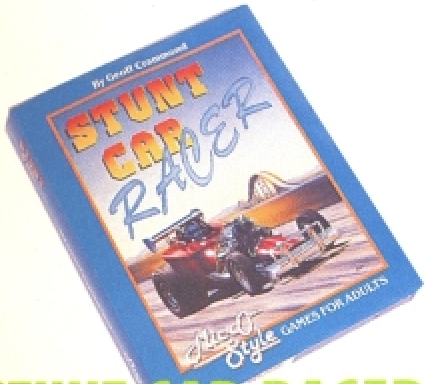


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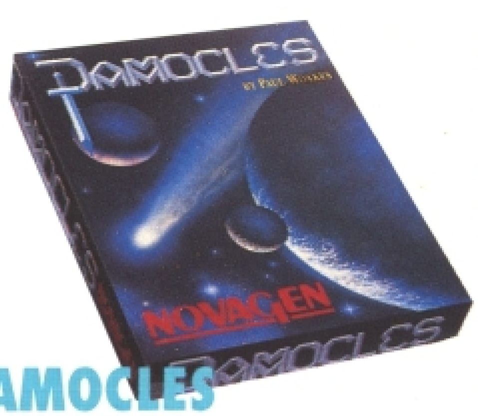
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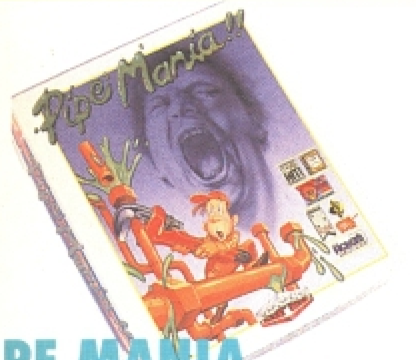
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MicroStyle
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ZERO Issue 2 SCORE 92

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Amiga	£24.99	£19.99	SBAM0002



DAMOCLES
Novagen
"A corker of an arcade adventure with totally engrossing gameplay. Damocles *is Mercenary to the power of three!"*
ZERO Issue 7 SCORE 93

FORMAT	R.R.P.	ZERO PRICE	ORDER CODE
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Amiga	£24.95	£19.99	SBAM0008



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Empire
"Brilliantly simple. Simply brilliant."
ZERO Issue 5 SCORE 92

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Amiga	£19.99	£15.99	SBAM0004
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Spectrum HoloByte
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"This is murderously mind-blowing stuff!"
ZERO Issue 6 SCORE 90

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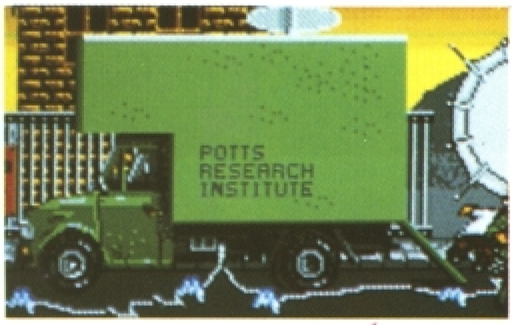
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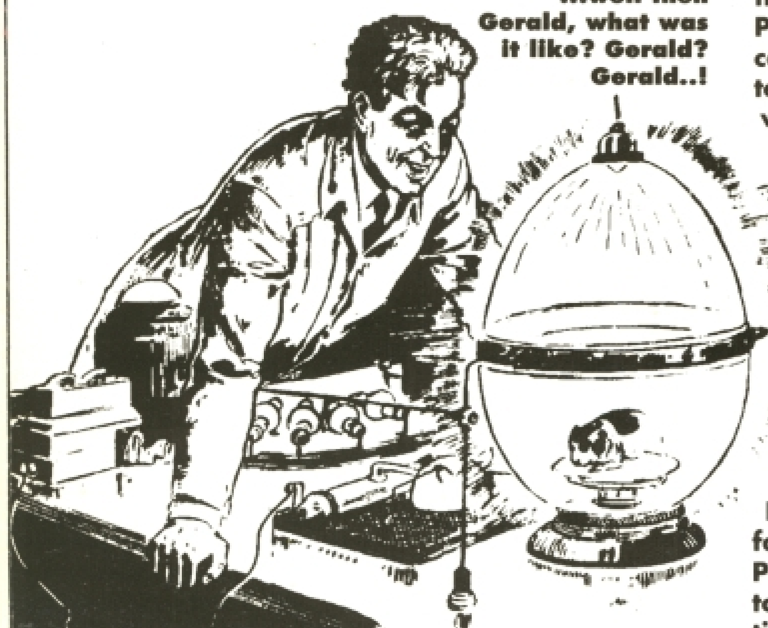
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UNDER WRAPS

TIME MACHINE



***Lord Paul Lakin* is always waffling on about the good old days – he's a bit boring like that – so we sent him off to look at Activision's forthcoming attraction, *Time Machine*. Unfortunately for us he didn't take the hint.**



Time Travel, now there's a useful thing. If I could travel through time I'd make a couple of important changes. I'd mug myself in the street in 1982 to stop me from buying a Betamax Video recorder, I'd pay a brief visit to Shadey Joe's Casino on the 4th July 1989 and kick myself sharply in the teeth just before I bet my car, my flat and my cat on a full house. Oh yes, the revised me might have a few more bruises but at least he'd have a bit of money and could actually watch a few videos.

Pity poor Professor Potts *(That's enough P's. Ed.)*, hero of Vivid Image's new 4D game soon to be released by Activision. Dedicated time traveller that he is, Prof Potts has barely time to even consider the possibility of putting a tenner on the 1976 Grand National when his time machine is caught up in a bit of very up to date violence. A terrorist bomb destroys the vital accelerator crystal and throws the hapless professor back, not to a sunny Aintree but to a decidedly prehistoric past. Not only is there no one here to take a bet, there aren't even any horses. There are plenty of Terradactyls mind you but they show little interest in racing. Faced with the prospect of dying far from home and far from rich Professor Potts decides to get back to the present and try to prevent his time machine from being blown up.





RUSHIN' EVOLUTION

Pity poor you because you are Potts and if you're to reach your own time, then the earth must go through five stages of evolution including the ice age, the development of man and the discovery of both the wheel and oil. You've got to oversee this evolution – quite a weighty responsibility when you think about it – and then safeguard it. As well as protecting the enviroment you must also keep a keen eye on your ancestors and make sure they make it to humanhood. Fortunately you had time to pack your collection of travel pods and so can travel between zones once they've been created. (Thanks to the computer's single load the time jump is smooth and immediate.) Since events in one time zone alter events in subsequent zones such to-ing and fro-ing is essential. You might be enjoying a quiet glass of mead in medieval England when back in the Ice Age a Yeti starts blocking off all the heat and so

WHAT'S WHAT

TITLE	Time Machine
PUBLISHER	Activision
PRICE	To be announced
FORMAT	ST/Amiga
RELEASED	September



UPON A TIME...

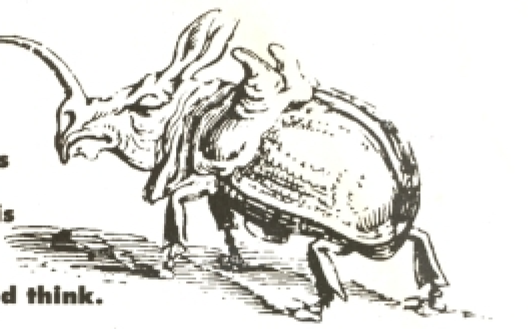
1 LOOK WINDOW: Displays the objects you can pick up, shoot or whatever. In this case it's your Great (to the power of quite a lot) Grandad.

2 LIFE BOX: Basically, the amount of lives between you and extinction.

3 ENERGY AND POINTS: Er...your energy and points.

4 POWER BAR: Your only weapon, this can overheat so keep an eye on this gauge.

5 TIME MAP: Horizontal grids represent different times, vertical grids represent different screens. The black boxes are unevolved zones. Green means that evolution is under control; orange means be careful and in the words of the song "Red light, spells danger."(Oh and the blue ball represents you, don't ask me why.)



Oops. This evolution business is more difficult than you'd think.



Why, Aunty Edie and Uncle Bert, fancy seeing you here!



Wrong wrong wrong. Now go away and try again.

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preventing the big warm up. Back you'll have to jolly well go before the whole of evolution collapses round your ears. Quite how you persuade a Yeti to stop doing something is rather a tricky question, particularly when you're armed with nothing more than a rather feeble electric beam. Still I'm sure you'll think of something.

You might also have to go into the past to create a future event, if you see what I mean. If the development of man relies on a tree being in a certain place at a certain time then you'd better go back a few aeons and make sure it gets planted. Equally you might prefer to go back and dig up all the trees you can find. *(Oh you old misanthrope you. Ed.)* All this effort just to create a world – let's hope you can at least get Sundays off.



VIVID IMAGINATION

Although *Time Machine* is only Vivid Image's second game, the company's founders aren't short on credentials, having worked on 8 bit versions of *Ikari Warriors* and *Last Ninja* 1&2. Their first release, *Hammerfist*, hasn't exactly harmed their reputation either, being a colourful and imaginative beat 'em up.

Although *Time Machine* is not as violent as some of the team's earlier works, it's certainly keeping up the tradition of impressive graphics. The programmer developed an integrator enabling the artist to design the animations directly onto the backgrounds and hand them over to the programmer as a completed package. The resulting screens... well you can see them for yourself.

FAMOUS TIME TRAVELLERS



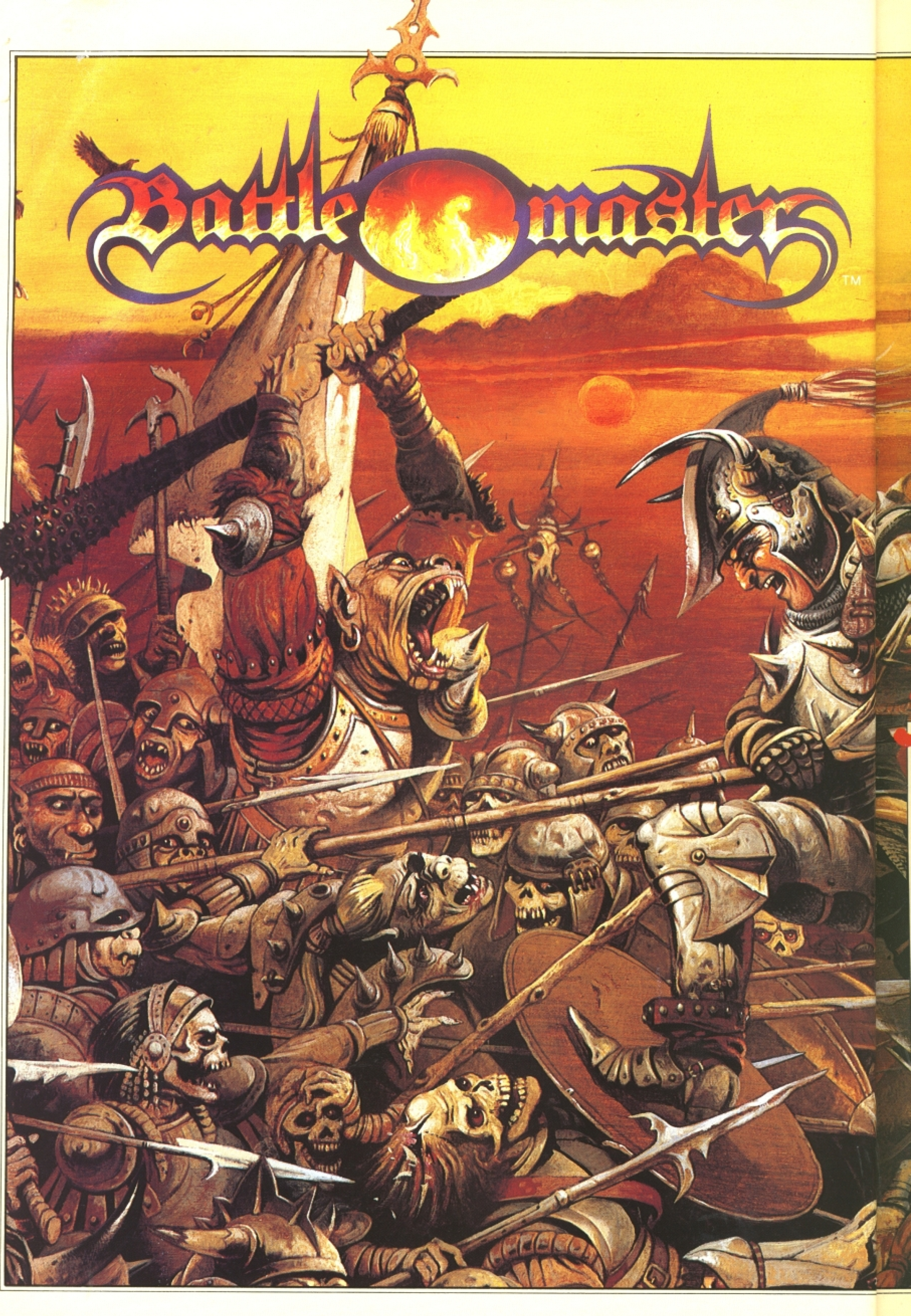


DR WHO: The most famous of all time travellers, The Doctor was not only able to time travel, he was also able to change his face. Although this stopped him dying it didn't stop him from becoming progressively more crap.

H.G WELLS: Mr Wells based his classic Sci Fi novel *The Time Machine* on his own experiences. The same was true of his other classic, *War of the Worlds,* based on the time his village, Little Twidding In The Marsh, was vaporised by Martians. This shocking incident was covered up by the authorities.

ERICH VON DANIKEN: Not exactly a time traveller – but the rather odd Mr Von Daniken did develop a lot of theories about strange aliens visiting Earth's ancient civilisations and teaching cookery and things.

THE TOMORROW PEOPLE: Remember them? Well no, nor do we really. Except that they used to wear belts with big buckles which helped them 'jaunt' through time. Oh and wasn't the one called Mike in a band called Flintlock? STOP





A TIME of MISERY, A TIME of BLOOD
'A hero is coming from the south who will conquer the four kings of this sorely troubled land. And amidst the bloodshed and magic, the clash of shield and the glint of steel, the seeds of peace will be sown. When the battle is over a new age begins.'
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Screen shots: Atari ST version. Illustration and lettering: Chris Achilleos
PSS
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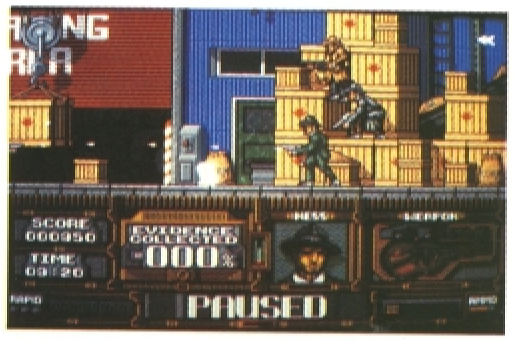
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LETTERS

Want to 'mouth off' about exciting things like why ST joystick ports are in such an annoying place? Well get it off your chest – write to the Ed.

HUMOUR-US

I'd like to make a few points about your readers who refer to the contents of your mag as 'offensive'. These people usually wear 'anorak jackets' and enjoy really brilliant pastimes such as 'train spotting' or 'stamp collecting'. They have an underwhelming sense of humour and don't know refreshing literature when it hits them in the face.

I can't think of any more characteristics of 'The Boring Race' and have only one more thing to say: just shut up and don't spoil the jolly good fun of the mag. If more computer mags were like ZERO it is likely all the Editors would be living in Spain in villas.

Just one last point: the cover disk on the last issue is absolutely brill. *Venus* is one of the best games I've played for ages and it is totally addictive and playable.

Mark Walsham, West Ham.

Since most of the 16-bit mags seem to be trying to imitate the inimitable ZERO style, it looks like most Editors think much the same as you, Mark. Though quite why that means we'll all be retiring to villas on the Costa del Crime, I'm not exactly sure... **Ed.**

TEAR AWAY

ZERO is the mag for me! It's the best! Why? I'll tell you. I have just bought your issue 7 (May) and when I removed the disk (excellent) from the front, it didn't tear the cover off with it (like certain other 16-bit magazines which give away free disks on the front). Your disk had a complete free game which puts you head and shoulders above your competitors. Forget the others. I'll buy ZERO every month from now on. Oh yeah, and your reviews and tips sections aren't bad either!

Steve Trimmer, Buckingham.

We spent considerable time developing a cover finish that is 'cover mount resistant'. In fact, it's a direct descendant of the material NASA developed for the lining of astronauts' underwear. **Ed.**

MANIC MACCA

Why does David McCandless in *Critics' Corner* always look so depressed? I would imagine that someone working on one of the best magazines there is would have a smile so big that the top of his head falls off when he leans forward. Instead, he looks like a chap who has opened his front door and witnessed someone turning his cat inside out with a plunger.

Angelo Citra, Barnet.

Violent criminal offenders like David "McVicca" McCandless are rarely happy. It has to do with being dropped on their heads as babies (or something). **Ed.**

NORMAN WHO?

So that young man in Issue 7 thinks he's Norman Wisdom does he? Well let me tell you, Norman fought with me during both World Wars and was possibly the best dog-fighter pilot I ever captained. I would recognise him and his ukulele anywhere. As for that impostor fellow, why don't you send him round to me and I'll make sure he gets a jolly good THRASHING!

Brigadier Group Captain Squadron Leader Major General Spencer W. George, Orpington.

Actually, he thinks he's Captain Cook. Think before you write next time. **Ed.**

TRIVIAL PURSUITS

I bet you didn't know that Ocean's slogan 'Nulli Secundus' means 'Second To None' (roughly!). I'm only 14!

David Maher, Waltham Abbey.

Good grief, what a coincidence! I'm ten years older than you! **Ed.** *Roughly.* **The Trivia Inspectors.**

TESTAROSSA INJECTIONS

Why is software so expensive? Judging by the average programmer's Ferrari they are making enough money. There are enough people buying the software. So why not lower the prices? Even though piracy is illegal, until prices are lowered I cannot condemn it. I don't indulge in piracy myself but as the average price of a game is between 20 to 25 pounds, I doubt if the problem will go away.

Do you need any qualifications to be a games designer? Can you give me any advice on how to become one as I would very much like to own a Ferrari.

M Trumble, Woodlesford.

Aha! You've been taken in by a certain publisher's advertisement for programmers implying that they'll soon be driving around in a Ferrari. To set the record straight, most programmers earn comparatively little and very irregularly, particularly if they're working on a freelance basis. If anyone's raking in the dosh, it's certainly not them.

No one would dispute that £25 is a large wad to shell out for a game. All ZERO can suggest is that you judge each one on its own merits. If you get what you consider to be 25 quids-worth of enjoyment out of it, fine. If you don't, then write to the publisher and tell them 'where to get off'. Don't just whinge, do something. **Ed.**

SUB STANDARD

So what's wrong with us long term subscribers? Having taken out a two year subscription after the first two copies of ZERO, I eagerly await my incentive, one copy of *Lost Patrol*. When I opened up issue 8 of the August tome, what do I discover? You're now giving the same software away for a measly one year's subscription.

Does this mean that you desperately need an injection of funds? Apart from a great read, what's in it for us long termers? Will you shortly be giving current titles away with 3 month subscriptions?

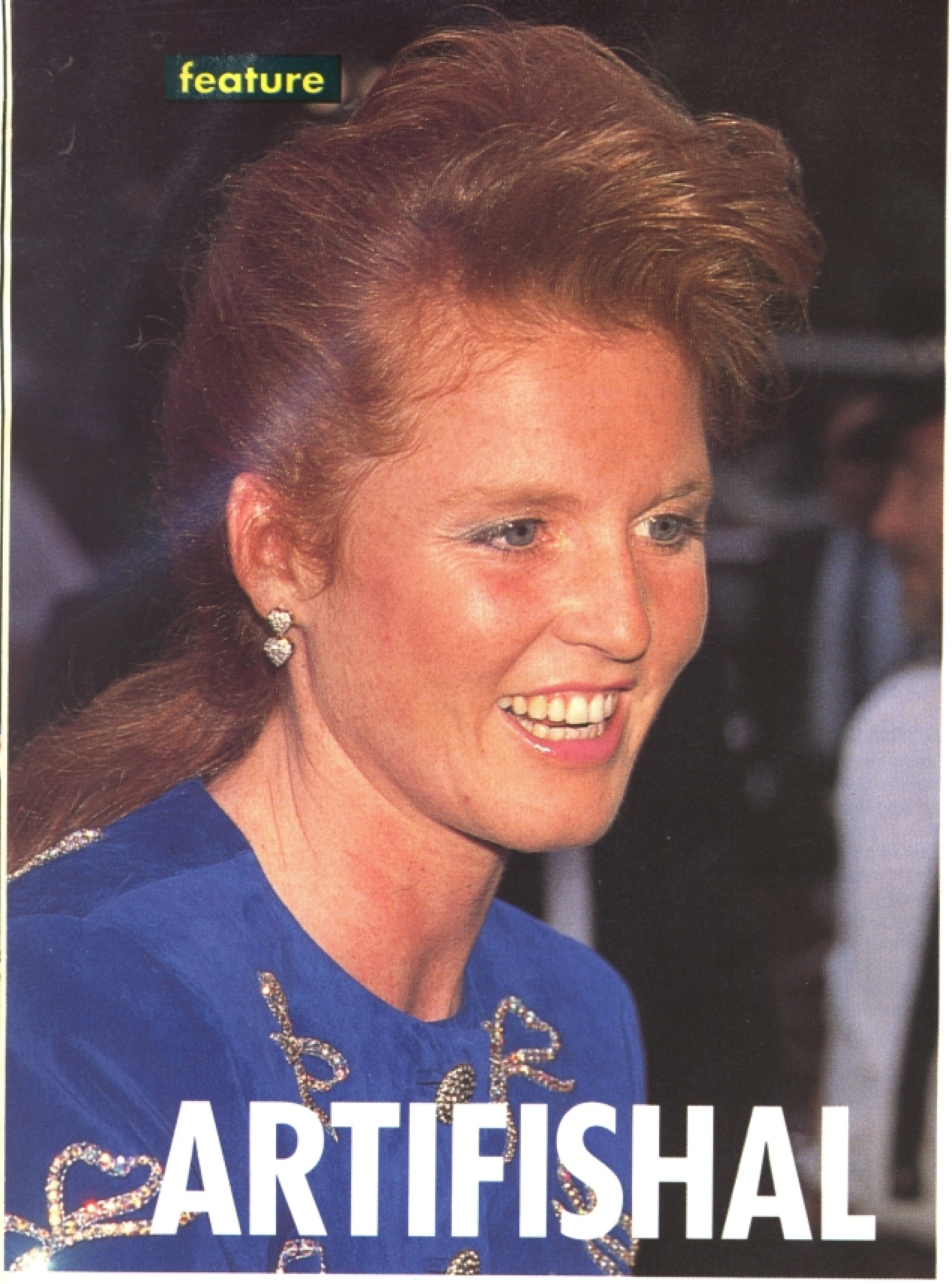
Having said all that, I subscribed because I liked the format of the mag. Keep up the good work with regard to the production of the beast!

Paul Bissette, Appley Bridge.

Oh dear, erm, yes, we were afraid somebody would notice that. Let me tell you a story. Once upon a time – settle down Herbert, take your finger out of Esmeralda's ear, there's a good boy – a magazine was offering a spiffing deal on a two-year subscription giving away a smash game with it. Some time later, the staff all sat down, did some sums and thought 'for a limited period of time we could offer a one year sub with a free smash game for even less money! Gosh! Wouldn't that be good for our readers!'. "But wait," piped up someone who nobody liked anyway, "wouldn't it upset all the people who took out a subscription before?" "Probably," said the Editor, "but we owe it to the rest of the readership. It wouldn't be fair for the majority if we didn't."

By the way, if anyone is still waiting for their free game to arrive, chances are it's not finished yet... **Ed.**

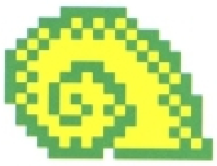
WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE.
Star Letter winners receive a ZERO T-shirt!
All letters win a ZERO badge.



ARTIFISHAL INTELIGENSE

Science Fiction novels have been dealing with the subject for a hundred years or so – mankind creating a machine that can both think and act entirely on its own. A machine quite capable of learning from its own mistakes. A machine that eventually takes over and controls the world. (Well, that's what usually happens, anyway.) There's no doubt about it though – one day science fiction is going to become science fact. The question is "When?" ZERO thought it would be a good idea to find out – so we got *Duncan MacDonald* to 'investigate'.

Intelligence. What exactly does it mean? For instance, Sir Clive Sinclair could be said to be intelligent – seeing as he's got an IQ of over eighty thousand or whatever. But then again he stupidly tried to market the Sinclair C5 as a serious alternative to the motor car. A noble attempt, ecologically speaking, but even the blokes out of Big Fun could have told him that it wouldn't sell. Let's go to the other end of the intelligence scale instead, and see what we find there. Take a snail for instance. Unlike Sir Clive, a snail probably wouldn't be able to crack a cunning code – but then again a snail wouldn't try to flog three thousand electric tricycles, fail and end up having to sell its computer company to Alan Sugar. See, it's a tricky one. Intelligence is all about decision-making. It's all about having a good look at all the available data on any given topic and using it to come to a sensible conclusion (and then act on it). It's all about not making cock-ups.



Snails think if they 'stand very still' you can't see them.

So how are computers getting along at the moment – after all, in every other edition of *Tomorrow's World* we see Judith Hann raving on about "a computer brain able to fathom the reason for the existence of the universe" and suchlike. Utter twaddle. Scientists still don't even seem to agree on how the human mind works, so how an accurate computer model can be constructed is anyone's guess. There are two (main) opposing theories about the workings of the brain, basically parallel theory versus sequential theory. The parallel theory reckons that thought impulses are passed on in a knock-on fashion, rather like a load of dominoes that have been pushed over by Norris McWhirter (the way computers think). The other school of thought says that these impulses radiate out in many different directions at the same time, all performing simultaneous dances at different places in the brain.



The computer was invented after a game of dominoes.

But, as I said before, no-one really knows. There's no real evidence. Besides, there are some other extremely weird factors to be thrown into the arguement as well. For instance, there have been cases (extremely rare, admittedly) of people being born with no brain at all *(i.e. Duncan. Haw haw. Ed.)* – who function and behave the same way as everybody else. So maybe the brain works in a way that nobody could imagine. Spooky or what?

ARTIFICIAL INTELLIGENCE IN COMPUTER GAMES No.1

We spoke to Peter from Bullfrog about *Powermonger*

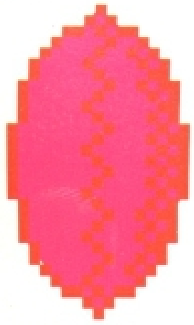
ZERO: How intelligent are your computer-controlled sprites? (Score out of ten).
PETER: Well, it sounds like I'm blowing my own trumpet a bit here, but I really think it has to be nearly ten. Eight or nine at least. It's much cleverer than *Populous*. Mind you, *Populous* wasn't really 'clever' at all – it just looked like it was, didn't it? In *Powermonger* there are over a thousand different personalities. The sprites all react differently in differing situations. We've even programmed in a family tree. Yes, definitely eight or nine.
ZERO: Name a game that you *didn't* do that impresses you with the sprite intelligence routines.
PETER: Well, that's a hard one, isn't it. I suppose something like *Speedball* springs to mind. But there are a lot of games that seem on the surface of things to be rather clever, but aren't really.
ZERO: Would any of your sprites be capable of going to Sainsburys and buying a tin of baked beans?
PETER: You've guessed our next game! It's called Going To Sainsburys To Buy A Tin Of Baked Beans. It's going to be a bit like Little Computer People. Ha ha!
ZERO: What's so revolutionary about *Powermonger?*
PETER: Um, even though it's an incredibly complex game, we've managed to make it simple to play.
ZERO: What's your favourite fruit?
PETER: The Israeli star fruit. That's a fruit and a half for you.



DIGITAL THOUGHT

The boffins concerned with Artificial Intelligence actually have an easier time of it all. They have machines (i.e. computers) which they understand completely. With these machines, they simply try to ape certain activities that humans (and animals) can pull off instinctively. Seeing, for instance – identifying objects and all that malarkey.

If you look at a photograph of Fergie, you instantly know lots of things about it. Firstly you know it's a photo. Secondly you know it's a photo of the woman who married Prince Edward's elder brother. Thirdly you know that she's not a fairy-story princess, but just a Sloane Ranger who's done quite well for herself. Fourthly you know that you don't really want to look at it any longer, and decide that you'll go and prepare some Brain's Faggots instead. Attatch a video camera to a computer and point the camera at the photo, on the other hand, and what happens? Nothing, that's what. The computer will be totally stumped. So a boffin with a bald head (unless he's American, in which case he'll have a ponytail) has to write a program to deal with 'recognising things'. The program will tell the computer to look for blobby bits (eyes) above another blooby bit (nose) and so on. After about eight zillion man hours of programming, the computer will be able to tell that it's looking at a picture of a 'face'. But give it a photograph of a Cornish Pasty and it'll be flummoxed again. *(It might think it's a picture of Paul Young. Ed.)* And even after all this work, the computer *still* won't know that the initial photograph was actually a person called Fergie. And it certainly won't be entertaining any ideas of having a 'slap up meal'. Tell the computer "This face is the future deputy Queen of the country." Then show it lots of other photos of other people and lights will flash. It'll look at the blobby bits and know they're the wrong ones. You've taught "A Picture Of Fergie" to the computer. But what if you give it a different picture of Fergie? A profile shot for instance? Yaaaargghhh! Loads more programming needed by loads more boffins.



Boy George thinks Paul Young looks like a pastie.

And what about showing it the *real* Fergie? Fergie in glorious multicoloured 3D? It's got to work out depth and stuff. Is that blobby bit below her temple a large object in the distance? Or has she got a much bigger ear than usual? More programming needed. And more boffins. And more. In fact it's impossible to program a computer to "see" the

JUDITH HANN PRESENTS...

How The Computer Brain Of The Future Will Function.

"Imagine the scene. An electronic eye, a 'brain' and some grippy 'arms'. It's only been 'alive' for a year and hasn't learnt that much yet. You have to teach it more..."
YOU: Here's a grain of sand.
HAL: Oh. I haven't seen one of those before. I'll just put it in memory.
YOU: Make a sandcastle.
HAL: A castle made of sand?
YOU: Yes.
HAL: I need to know what a castle looks like first.
YOU: It's a tall wooden thing with leaves on it.
HAL: Is that not also a tree?
YOU: No.
HAL: I'm a bit confused actually.

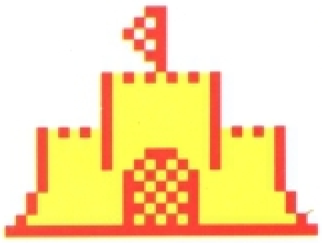


ARTIFICIAL INTELLIGENCE IN COMPUTER GAMES No. 2

We spoke to Mark from Eldritch The Cat about *Projectyle*

ZERO: How intelligent are your computer controlled sprites (score out of ten).
MARK: Eight. No, nine. They're very intelligent. There are all sorts of factors involved. The 'should I shoot' factor for instance. The sprite works out where the ball is and asks itself "how thick am I?" If it's very thick it'll just go for it, regardless of what's in the way. If it's clever it'll move about and frame the shot up. There are loads of other factors as well though, the 'frenzy factor', the 'reckless factor' and so on. It's quite deep. Some of the sprites actually take 'risks', you know. They'll leave their goalmouth undefended if they think they can knock the ball back into the centre area.
ZERO: Name a game that you *didn't* do that impresses you with the sprite intelligence routines.
MARK: I can't really think of any offhand. I'll tell you what, though – some people rate *Speedball*. Now don't get me wrong here, I think it's a great game, but I don't really think the computer players are very intelligent at all. (And the ball only bounces at 45 angles).
ZERO: Would any of the sprites be capable of going to Sainsburys and buying a tin of baked beans?
MARK: Ha ha ha. It's funny you should say that. The Devils are based on the girls who work in Quicksave. The Terminators work in a supermarket too. Hee hee hee! *(What's he on? Ed).*
ZERO: What would you say is revolutionary about *Projectyle*?
MARK: In my opinion the ball control, with a full 360 catered for. And the fact that changing the parameters does actually alter the way the game plays. (It's normally an idle boast, you see). Oh, and three players can take part.
ZERO: Why are you called Eldritch The Cat?
MARK: Well, we used to own a cat which was called Eldritch (after Andrew Eldritch of the Sisters Of Mercy). One day we took him to the vet, but he escaped and hasn't been seen since. So we named the company after him, in his memory as it were. He's probably dead by now. Ha ha ha. (?)





Computers aren't very good at making sandcastles.

world about it in any great detail. Even if you could program it with every object on the planet (viewed from every single angle) there still wouldn't be much point. It still wouldn't be "intelligent". "Here's a grain of sand," you'd say to it. "Build me a sandcastle then," you might ask. The boffins would have to go out and buy some hydraulic arms. Then they'd have to write another program.

STUMPED BY JARGONISATIONICS

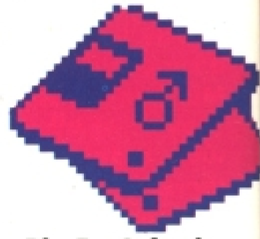
Silicon Valley in California (as always) is at the forefront of all things computery, so I naturally phoned the top boffin at IBM to find out how well their Artificial Intelligence Research Department was doing. Unfortunately I didn't actually understand a word he said. He successfully blinded me with jargon. (But don't worry – I didn't let the country down. I simply said "Yes, of course," and "Oh, really?" a lot.) I decided that a better bet was to phone Mrs Eileen Hibbs of Stanley Crescent in Sutton. She wouldn't batter me with a flow of meaningless gibberish. And she didn't. Here's where Artificial Intelligence has got to at the moment, according to her.

RANDY CHIPS

A fairly recent breakthrough was the 'bio-chip'. A gallium arsenide chip that actually 'grew' in test tubes. Superconductive and extremely compact, it was a good step forward in helping to build a computer that could actually 'learn'. That's the only way forward with Artificial Intelligence you see. Whatever is built must be capable, from the very outset, of actually asking pertinent questions, remembering the answers and utilising them in future 'conversations'. The problem is speed, though.

Linear processing (one bit of information after another) just doesn't cut the mustard. So scientists have opted to crack the Artificial Intelligence nut with the sequential approach. The visual systems and the auditory systems must be connected to the actual 'thinking' model, and all connections must be capable of transferring data to all other connections simultaneously. The trouble is that all the time you need smaller and faster processors. No sooner have the boffins cracked one problem than they realise they need more speed in the system.

Well there's just been another new breakthrough. The Reproductive Chip. Where, before, the boffins had *one* chip that dealt with (for instance) separating incoming visual images and *another* that dealt with defining these sections, they can now have just one – custom built by itself. These little beauties can actually 'bonk', you see. In a test-tube. Each operation that a chip is capable of performing is flagged – it's given an "importance rating", from high priority to low priority. This is all based on genetics and is very complicated. Anyway, to use layman's terms, they stick the two chips in a tube, leave them for a couple of hours, and then pick out the resultant 'baby'. This chip contains the main characteristics of both parents and can either be used in the system or in turn have a bit of "how's yer father" itself, with yet another chip.



Big Fun's brain patterns could be stored on these.

So that's about the point Artificial Intelligence has got to in 1990: mutant bonking chips from Hell. But has a computer actually asked a question and then said of the reply "Hmm, that's interesting. I shall have to reflect on that one, old chum"? Um, no. But we boasted in the introduction that we'd answer the question of when we'll have the first artificially intelligent computer system. Oh dear. Um, over to Mrs Eileen Hibbs of Sutton again, to help us out. Her answer? "It'll be the year 2037, dear. Do you want a cup of tea?" STOP

ARTIFICIAL INTELLIGENCE IN COMPUTER GAMES No. 3

We spoke to Eric from Apex about *Space Invaders*

ZERO: How much Artificial Intelligence did you allocate to the sprites?
ERIC: Do what?
ZERO: Do the enemy sprites know what the player's sprite is up to?
ERIC: Are you joking or what? They just drop the bloody bombs.
ZERO: What's your favourite vegetable?
ERIC: Piss off!

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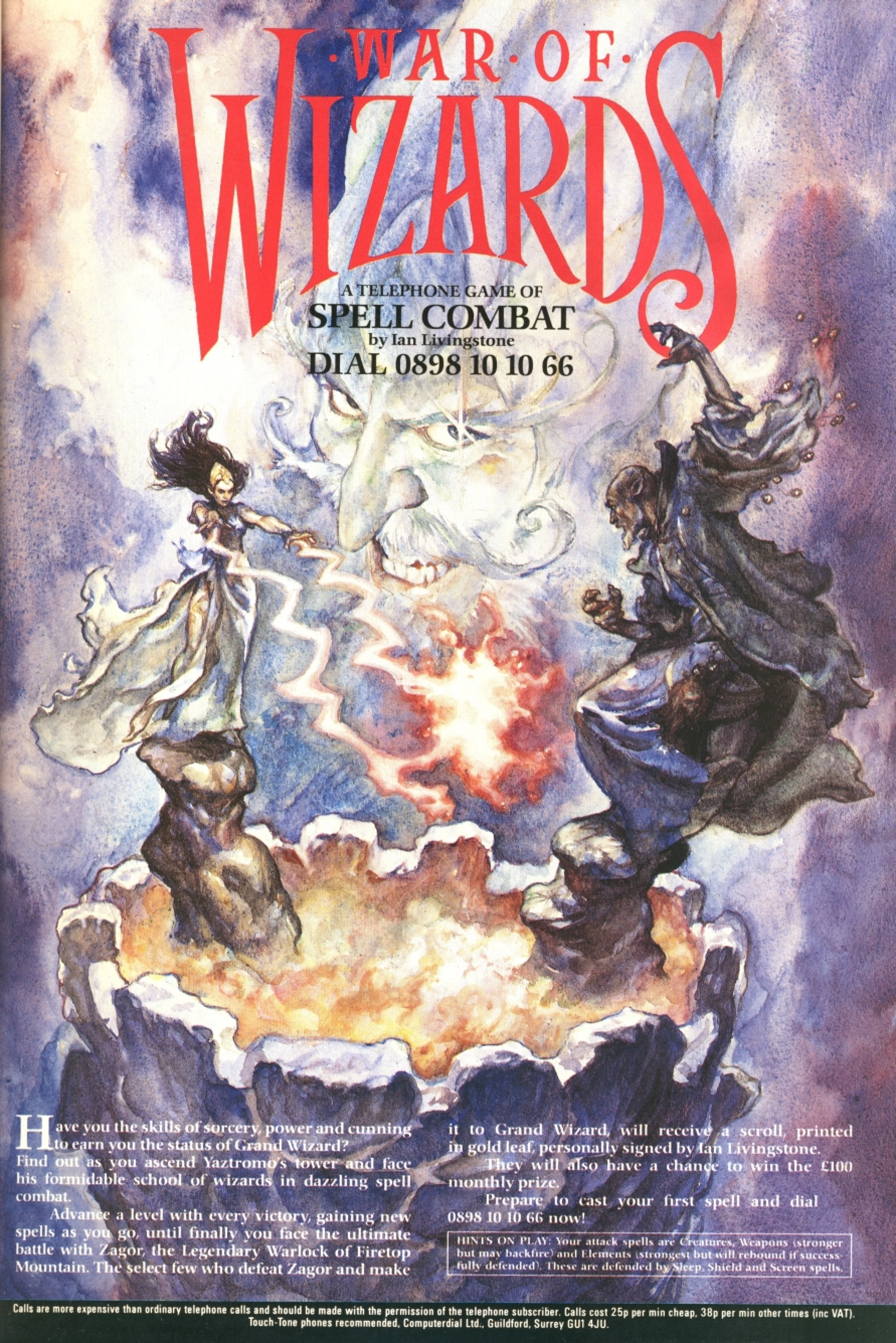
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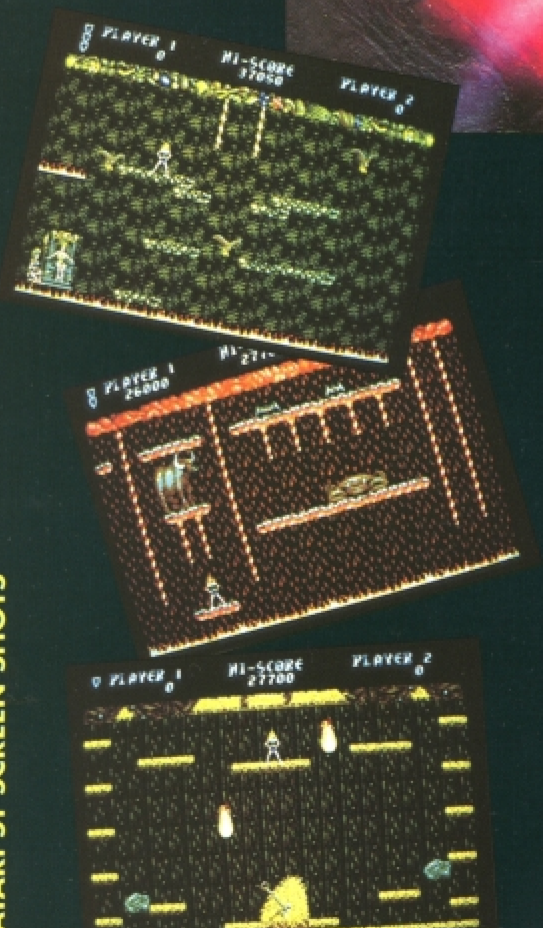


YOLANDA

by Steve Bak

THE ULTIMATE CHALLENGE





ATARI ST SCREEN SHOTS

Attention game freaks! So you think you rate as a good games player?
Well think again! You're nowhere until you try **Yolanda**
The fastest and most difficult platform game ever.

You take the part of **Yolanda**, offspring of the mighty *Hercules* himself, cursed by the death goddess *Hera* to be shunned by all mankind. Your only hope of lifting the curse is to re-enact the *twelve tasks of Hercules* - and that's going to take all the speed, strength and reflexes it's possible for a mortal to summon.

You'll get the chance to get up to speed in the specially designed *trainer level,* then it's straight down to some of the fastest platform action you are ever likely to experience.

- Over fifty levels of unrelenting *fast action.*
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- Game design by the legendary **Steve Bak.**
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Light years ahead

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MILLENNIUM



BATHING BOOTIES

Whooarr! Gerraload of that! Wouldn't mind getting me hands on one of those! Shame about the people wearing them, though...

1. Keep cool on the beach in a trendy **ZERO T-shirt**. Fashioned in 100% cotton, it features the happening ZERO logo up front and a wibbly **ZERO** stop-watch on the back. In sizes medium, large and extra large, it's modelled here by Paul and Duncan. Lovely.

2. Paul times his tanning to the minute with the exclusive **ZERO Watch**. Water resistant and shock proof, it's the perfect accessory for the go anywhere, do anything generation. Party on dude.

3. A **ZERO Swag Bag**. It's huge! The perfect place to keep your beach towel, spare shades and tube of Germalene. In tough canvas with a striking yellow 'World' design, it's a veritable black hole! Put things in. Take them out again. Hours of seaside fun.

4. Forget Barbara Cartland and the Sun crossword. When it comes to reading matter for the beach David knows there's nothing tastier than a copy or two of **ZERO**'s bumper Summer issues. And what better way to protect them against sun, sea and sand than with a luscious **ZERO Binder**?

5. Sick of getting sand kicked in your face? Tim was, until he put on a **ZERO Hero T-Shirt**. Now just look at the difference! You too can be butch and beautiful in 100% pure cotton. Whether you're medium, large or extra large.

ZERO MAIL ORDER

I want to be a fashion guru! So rush me the following bits of ZERO booty now! I've enclosed a cheque/postal order.

◯ ZERO T-SHIRT	£6.99	◯ M	◯ L	◯ XL
◯ ZERO HERO T-SHIRT	£5.99	◯ M	◯ L	◯ XL
◯ ZERO WATCH	£12.95	◯ ZERO BINDER £4.95		
◯ ZERO SWAG BAG	£8.95			

Fill in the number of each item you require in the circles.

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◯ **Please charge my Access/Visa/Am Ex* Card number:** ______

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Send the completed form to **ZERO MAIL ORDER, PO Box 320, London N21 2NB.** Postage and packing is included.
Overseas orders must pay by Eurocheque in UK pounds sterling only and enclose an extra £2 to cover postage.

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A THOUSAND WAYS TO DIE...



More than 300 men have suffered terrible fates in pursuit of the untold wealth hidden in the Aztec Tomb of Quetzalcoatl. For 400 years no-one has dared to take up the toughest challenge man has ever known, despite the promise of riches beyond imagination. The ancient Mexican treasures are protected by the most evil forces in an underground world of hostile creatures and traps.

Your name is Bret Conrad, and you're like other men. Your Special Forces training and Vietnam combat duty h made danger a way of life. But this ti the odds really are stacked against yo If you succeed in stealing the great undiscovered treasure of them all, it' a miracle. But be realistic – in the Lan the Aztecs, gold is the passion .... b death is the probability!

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VISIT THE LAN OF THE AZTECS

We think this game is on of the toughest action adventures ever devised That's why we're givin away the trip of a lifetim to visit the Land of the Aztecs in Mexico next Summer.

To win you have to beat all – comers in

THE GREAT AZTE GOLD RUN!

SEE BOX REVERSE FOR DETAILS.

ZERO reviews

CRITICS' CORNER

After last month's enforced flying lesson, we thought we'd give this month's joystick posse an even harder time – enforced helicopter lessons. After all, if Mike Smith can balls it up, we felt sure that our troop could do just as badly...



Tim "Rat-a-tat-a-tat" Ponting: Last month Tim mistook the Cessna's Instrument Landing System for a drum machine (the clot). Determined not to make the same mistake again he vowed to not even mention drums for the entire duration of the lesson. "I hear you're something of a drummer" said the instructor. "Er, er, er," stuttered Tim, plunged instantly into a dilemma. "It's okay," continued the instructor, "I'm something of a rhythm merchant myself as it happens." Sighing with relief, Tim pointed to a box on the dashboard, and said "But that thing – it's the Instrument Landing System, yes?" "Don't be ridiculous," snapped the pilot, "it's a Rayburg Drum Console! You don't know your stuff very well, do you?"



David "Starsky" Wilson: David hadn't shaken off last month's Critics' Corner identity either. He still seemed to think that he was an RAF Spitfire pilot straight out of a 1950's Second World War film...

"Belt up then" said the instructor, securing his own flight harness. David was outraged: "I say old man, this may be your kite – but it's a dashed bad show addressing a fellow Officer like..."

"I meant the restraining belt!" interrupted the instructor.



Lord Paul Lakin: Having missed out on last month's flying lesson due to excessive 'flag talk', Lord Paul decided this month to give his vexillological interests slightly less of an airing – and was doing rather well until the helicopter reached a height of 2,500 feet. "I say," he yelped. He was pointing animatedly at something way down on the ground. "That field over there next to the lake: viewed from up here it looks exactly like the the flag of Benin – the only thing missing is the little red star." The instructor wasn't able to confirm or refute this claim, but after the hour long lesson he headed for the clubhouse library where he thumbed through to the flag section of an encyclopedia. "My word," he gasped, "He was right."



Duncan "Squiffy" MacDonald: Still in a hospital bed after last month's 'faux pas' in the Cessna, dippy Dunc thought it was very unlikely he'd get to have a go in the helicopter. And he was right! Depression loomed. He really, really, really wanted to have a go – but he couldn't. And to rub it in his ZERO chums paid him a visit and took with them a 'gift'. Gleefully ripping off the wrapping paper, Duncan was suddenly dismayed to see that his present was an electric fan with "Hughes 300" written down the side. What rotters the ZERO crew are.



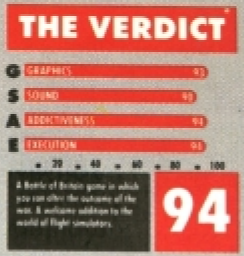
Amaya Lopez: A new face on these pages, but an old hand in the ZERO offices, Amaya refused to go up in the helicopter – due to suffering from vertigo. "Put me down!" she yelped, kicking and thrashing as her ZERO chums dragged her towards the noisy aircraft. "Aaaaarrgh!" screamed Lord Paul, as Amaya's very sharp incisors closed on his forearm. "Gmmmm gnnnn," she shrieked back, blood squirting everywhere. "Yuuuuurk!" screeched David and Tim in unison as Amaya's madly flailing feet made contact with the underside of their jaws. Her flying lesson was over. Amaya's fiery Latin temperment had won the day.



Teresa "Fluffy" Maughan: Sultry Teresa, Publisher and ruthless businesswoman, wondered if there was a way of making money from the helicopter lesson. Two hours before going up she formed a company: Fluffy's Ariel Photo Agency – and in a frenzied car-phone session she drummed up 50 clients. "Here's a map of the route I want you to take," she told the instructor. "And don't balls it up or you'll never work again!" On the return flight she spotted three Dan-Air 737's in a mid-air collision. Grabbing her portable phone she dialled her broker. "Sell Dan-Air!" she cried. A profitable hour, even by Teresa's standards.

WHAT'S WHAT

Alright, so *you've* got the hang of our scoring system. But believe you me there are still those who haven't.



Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is just that: short. It's a column devoted to a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.

MIDNIGHT RESISTANCE

Sending *Paul Lakin* and *Teresa Maughan* out to review *Midnight Resistance* was a bit like giving Bonnie and Clyde a job in the Bank of England – but we were a bit short staffed this month.

It's a funny thing about Super Heroes but they do seem to choose rather unsuitable friends. Policemen hang around with other policemen and accountants hang around with other accountants. (Largely 'cos no one else wants to be seen with them.) Do super heroes hang round with other multi-dextrous, multi-muscled lunk heads? Do they heck as like. Super heroes seem to have an affinity for naive wimps who are incapable of even going as far as the newsagent without being either butchered, mutilated or captured and sometimes all three at once.

Imagine the sad scene when Cecil and Jeremy of Khaki Bros Ltd (Super Heroes By Appointment to Her Majesty The Queen Mother) return home one evening after a night at the gym.

Cecil: Err... Jeremy, I think the front door looks sort of funny.

Jeremy: Y'are reet. It's hanging off by its 'inges. D'ya think Grandpa's bin at the DIY again?

Cecil: It certainly looks like it, Jem.

(They go in and are confronted with a chaotic scene. Chairs are upended, windows are broken and there is blood splattered across the wall.)

Jeremy: Gan shite, the hoose has got reet moocky since mam started watchin' Wimbledon.

Cecil: Here, read this note.

Jeremy: I canna read.

Cecil: So how come you always win at *Scrabble*?

Jeremy: I use the blanks, ya poof.

Cecil: Okay. I'll read it then. "Dear Boys, we've been kidnapped by a megalomaniac who wants to use your Grandad's scientific knowledge to take over the world. Your dinner is in the oven. Don't forget to feed the cat. Lots of love, Mum." Oh shoot!... No!... No! I didn't mean it!!!

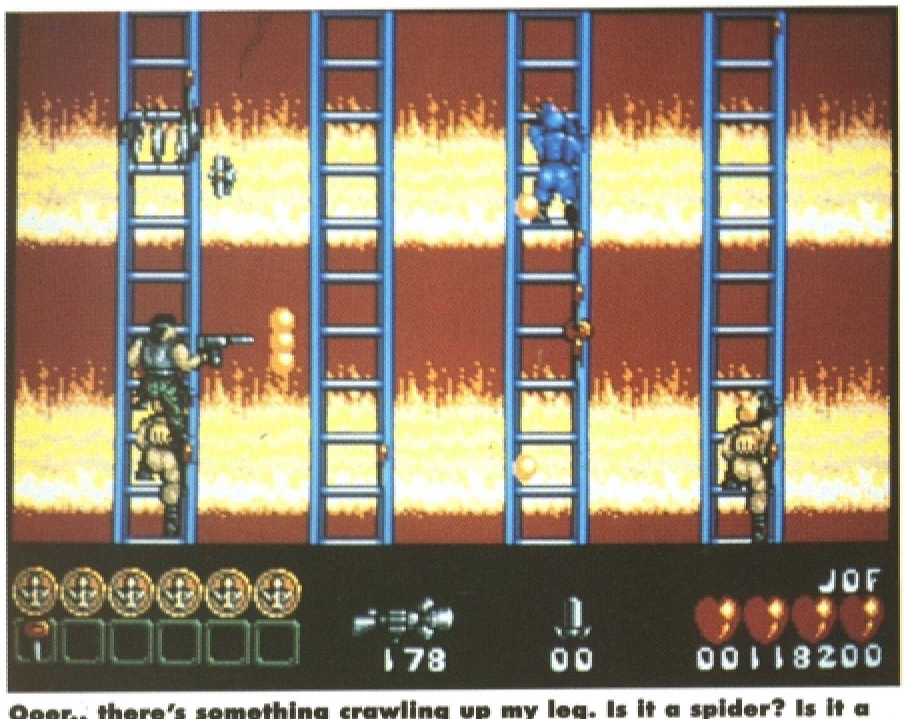
(Too late. Cecil dies in a hail of his brother's bullets, cursing with his dying breath the baffling ambiguity of the English language.)

Actually, if you own an Amiga, Cecil survives this hail of bullets since this version of the game has a two player option which is not available on the ST.

Two player or one, you'll have a mighty battle on your hands to rescue your missing relatives. As well as soldiers, helicopters and really rather large tanks, the game is littered with some classic 'adventure film' type dangers. Conveyor belts drag you towards the sort of rotating blades that would make even Harrison Ford flinch and there's also a hydraulic floor pushing you up to your doom.

The little pop gun that you start the game with is obviously going to be hopelessly inadequate at dealing with these assorted dangers. Fortunately at the end of each level there's a little shop where the style conscious Super Hero can get tooled up. The extra weapons and the like can be bought with keys. (Why keys? Well why not? No sillier than bits of coloured paper really.)

The keys are carried by the guards who drop them at the slightest encouragement (like a round of 9mm ammo delivered into their navel). Unfortunately, you are equally likely to drop these keys – and any special weapons – when you lose a life. You can pick them up again – unless, of course, your partner swipes them first. Team work, heh?



Ooer.. there's something crawling up my leg. Is it a spider? Is it a young nymphette? No, it's a rather large machine gun.

WHAT'S WHAT

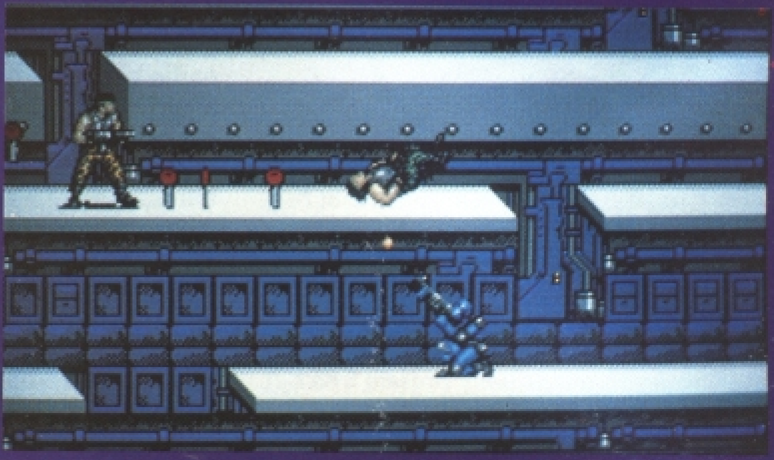
TITLE	Midnight Resistance
PUBLISHER	Ocean
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Late July

GERONIMO!

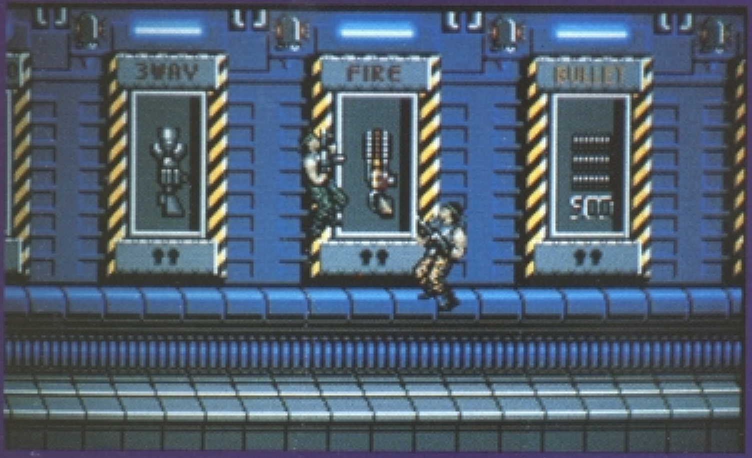
"Jeremy, do you think I've dropped a stitch, love?" "I dunno, like, mebbe you 'ave Cecil – but I tell tha' what – I've poot a wee too mooch pepper in this 'ere chilli con carnal." The khaki brothers get down to some 'serious' training before they launch into some tough double-handled combat*.



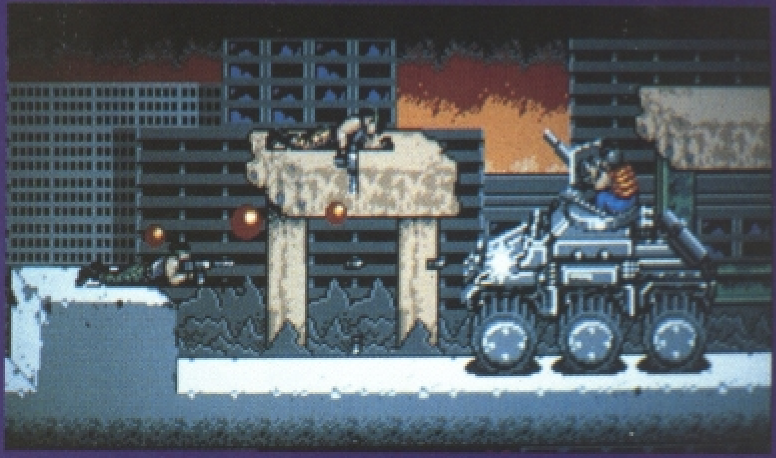
1 Their mission is this – to kill, maim and generally go about doing some pretty unpleasant things to people – no messing. And it looks like they're finally ready to venture forth and put their ultimate courage to the test – but wait – Cecil's dawdling again... "Hang about, I think I've left the iron on, Jeremy." "We've no time for that sorta malarky porkie-breath – just get yer bum over 'ere and cover me from behind." Oo-er! "You're supposed to shoot the bastids, not dance with 'em."



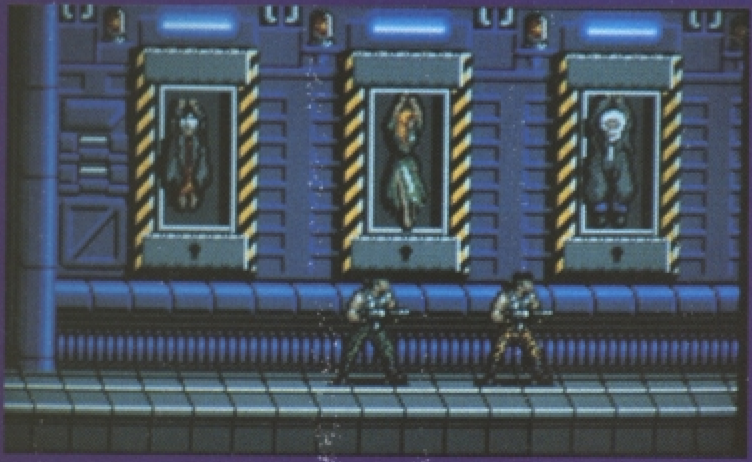
2 Following up the rear was about all Cecil was useful for. "If you're gonna act like a namby pampy pooftah, like, then stay behind me but doon't expect to get any of them keys thur." Still, Cecil had a trick up his bellbottoms - Jeremy cops it just before they reach the shop and he jumps on top of his badly beaten body – grabbing everything. "Without the keys you can't buy any weapons, numbskull," he shouted gleefully. "With brothers like yoo lad, who needs enemies?" snorted a rather off-colour Jeremy.



3 After bravely battling through two levels of bloody mayhem, the two brothers who had risked life and limb for each other in a true spirit of altruism reached the shop at the end of level... "Ooh, I think I'll have that rather nice flamethrower jobby. That orange will set off my trousers beautifully, don't you think? And I've got enough keys too!" sniggered Cecil. With an agile leap he sprung up into the air and released the weapon from the housing. Jeremy, elbowing him out the way, snatched the weapon sneering, "Get oot the bleedin' road, ya bastid."



4 On level two and they'd successfully obliterated the scumbags one by one – blood and guts splattered everywhere – including Cecil's brand new crocheted vest. Next they had to overcome a rather meaner, more metallic foe that was built like erm... a... tank. Jeremy had a brilliant idea up his sleeve: "Oi, yoo jump up them platforms, like, and take oot the driver and I'll crawl doon on me belly and let rip straight between its engine parts!!" That's teamwork!



5 At last they've discovered their poor kidnapped family. "Gramps is looking a bit tied up isn't he love?" "Well are yoos gonna release 'im or wot, like?" "I thought you picked up the keys." "Did I 'eck yoo daft booger! Well if yoos only got the one key we'll be letting the bird goo. Knoworrimean?"



6 "Crikey! You go first." "No you go, ya prat." "No, really you go." "Look, I wear the uniform round here ya poof – you go first." "You've got more experience than me – you go first." "You've got the bastid three-way multi-shot." "So." "So you goo in front." "Let's both go." "Okay! Bleedin' 'eck!" "Now!". Runawaaaaaay. Kerpow! Splat! Oh dear.

*All Amiga screenshots

Paul: Now I must confess that if someone kidnapped my family, I'd be inclined to think "Oh goodie, that'll save me a bit of money at Christmas". I might get a little bit sad when I realised that my next birthday was going to be virtually pressie free but that's about the extent of it. What I certainly wouldn't do is tool up with a machine gun and khaki vest and go off to rescue them. Then again, my grandad isn't a world famous scientist. Besides, I hate wearing vests.



Hmmm, as family portraits go, it's not exactly a winner.

Midnight Resistance is a bit of an odd name for this arcade conversion. The resistance were a secretive undercover group. The khaki wonder (let's call him Cecil) knows as much about secrecy as Kylie knows about songwriting. However "Midnight Charge Along And Blast Everything In Sight" wouldn't have been the snappiest of titles so *Midnight Resistance* it is.

And what is it that *Midnight Resistance* is? *(Eh? Ed.)* Well, firstly it's a bit of a looker. Not only are the sprites imaginative and detailed but they're also extremely well animated from the flexing of their arms to the recoil from their rather large weapons. Cecil leaps and bounds his way through danger. Not for him all this stand up, aim, fire. He can shoot while lying down, while climbing ladders and, just for the traditionalists, he can even shoot while standing up. Thanks to making full use of the parallel bars in his local gym, Cecil can rotate his arms through 360 degrees – which is dead useful for clearing nasties from those difficult-to-get-at corners – though sometimes it feels like it's just impossible to get Cecil to shoot diagonally and he's a little prone to falling off ladders. But then so am I.

HASSLE FACTOR: 0
No major probs.

Despite a couple of howlers – such as a very two-dimensional battleship – the game backgrounds are atmospheric with a fairly deep perspective. Some sequences are better thought out than others. The scene with the conveyor belt and the rotating blades is really effective, while the giant planes are a bit silly. As for the sequence with the nun, the combine harvester and the box of smarties, well... *(Er, wrong game I think. Ed.)*

So, *Midnight Resistance* looks good and plays well but does it... you know... does it... 'go'? Yes, it certainly does. Although lacking the Amiga's two player option, the ST version lacks little else in the thrill stakes. After a fairly straight-forward beginning, the action soon hots up. You soon start to look on the normal enemy soldiers with some affection. You know where you are with those guys. You shoot them, they fall down and you collect the keys. Not like some of the opponents you come up against who seem to enjoy getting shot almost as much as they enjoy shooting you.

All the thrills of the arcade without the hassle of stuffing endless pound coins into the slot, *Midnight Resistance* is not so much an arcade conversion as an arcade improvement.



Okay wise guy, another bright idea – now what the hell do I do?

THE VERDICT

G	GRAPHICS	87
S	SOUND	83
A	ADDICTIVENESS	89
E	EXECUTION	90

Essential shoot 'em up action.

88

CECIL' BASEMEN



SHOTGUN: Would-be Schwarzeneggers needn't get too excited; no pump action action, just a bit more power.



FIRE: Looks like a machine gun, acts like a flame thrower. The length of flame depends on how long you hold down the trigger button.



3-WAY: Fires in three different directions at once, essential equipment if you're drunk, hallucinating or simply a crap shot.



BULLET: Most special weapons only have a limited number of bullets. Here are a few more – 900 to be precise.



1 UP: When you're feeling tired and weary, a 1 Up brings you extra life. Not to be confused with 7 Up which has the opposite effect.

IL'S BARGAIN
ENT (LOVEY)

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S. CHARGE: If you're still finding it difficult to hit the mark these make for bigger bullets. What more can you want?



SHOWER: Like a gentle Autumn drizzle, except it kills people.



NITRO: A napalm version of the above.



H.M.: Not a lethal version of the Queen but some rather lethal homing missiles.



BARRIER: A nice friendly 'thing' which circles round you destroying any nasty it comes into contact with.

AMIGA

ZERO HERO

Teresa: They're tough, they're butch, they're macho! They're the Khaki brothers! And they're back in the sequel to *Ikari Warriors, Midnight Resistance* – and they're still wearing the same vests!

If you've never played *Ikari Warriors* then you won't have been introduced to the brothers Khaki, those lean, mean fighting machines who leave a path of death and destruction wherever they travel in their two-man crusade against all that is evil. Cecil is the sensitive one who prefers the brown camouflage togs and enjoys flower arranging, macrame and killing people. Jeremy Khaki, however, always wears green and gets his kicks from cordon bleu cookery, poetry and pumping nasty thugs full of lead.

In *Midnight Resistance* we see the sexy siblings taking a break from their more leisurely pursuits and kicking some ass. I mean, what would you do if you'd heard that your senile scientist grandad and his very voluptuous assistant had been kidnapped by a gang of evil... er... kidnappers and threatened with repeat episodes of *Baywatch*?!

As you've probably already gathered, *Midnight* is a shoot 'em up – just blast everything and everybody and then some. There are nine action-packed levels – all graphically very different – that'll keep you battling for hours in your attempts to plant a big wet one on said kidnappee's lips. Then find his assistant.

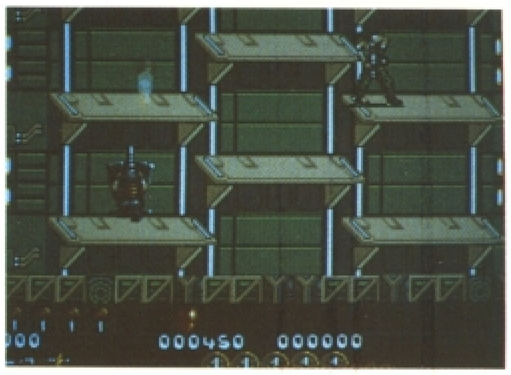
You begin the fun on level one, a run-down city connurbation, where hordes of unpleasant geezers are itching to deliver you to the morgue. Just let rip with the bullets and make sure you collect any red keys that the guards will drop. These'll come in useful at the weapon corner shop – where you may wish to buy a three-way multi-blaster. Lose a life and you drop all weapons and keys, so remember to pick them up again – unless your partner's beaten you to it.

At the end of each level – after you've battled your way through the onslaught of knives, bullets, shells, grenades and flamethrowers – you'll come face-to-face with a gruesome piece of work who'll take a bit of bashing to beat. Manage that and you enter the shop. Then it's off through level two and the barrage of fire begins again – only this time, you're in a factory full of cogs, belts, disappearing platforms, circular saws and a whole host of dirty blackguards. The other levels, set in the jungle, underground pipeworks, deep mine shafts, huge aircraft carriers and futuristic cities are graphically excellent and get harder and harder to crack!

Special FX, the developers, have done a tremendous job on this coin-op conversion of an arcade classic. The graphics are stunning – colourful, well animated and totally different on every level. They've recaptured the feel of the arcade machine exactly and if anything improved upon it – even down to the very big animated end-of-level sprites. Check out the worm spitting head – ugh!

HASSLE FACTOR: 0
No problems with the Amiga version either.

Soundwise, the game isn't anything special but then it doesn't have to be – all you need are gunshot sounds, mortar shell blasts and a few screams of agony. But where *Midnight Resistance* comes into its own is on playability and addictivness. It's got that secret ingredient that keeps you coming back for more.



I don't s'pose you'd consider closing your eyes and counting to ten.

In one player mode it's immensely playable. In two player mode it's absolutely brilliant – adding a completely new dimension to the game. You can play as a team or better still try and nick all your partner's weapons and keys.

I haven't played such an enjoyable shoot 'em up in ages. *Midnight Resistance* is up there with the all-time greats – *X-Out, Silkworm* and *Operation Thunderbolt*. Better even than cordon bleu cookery. Go out and buy it – NOW! STOP

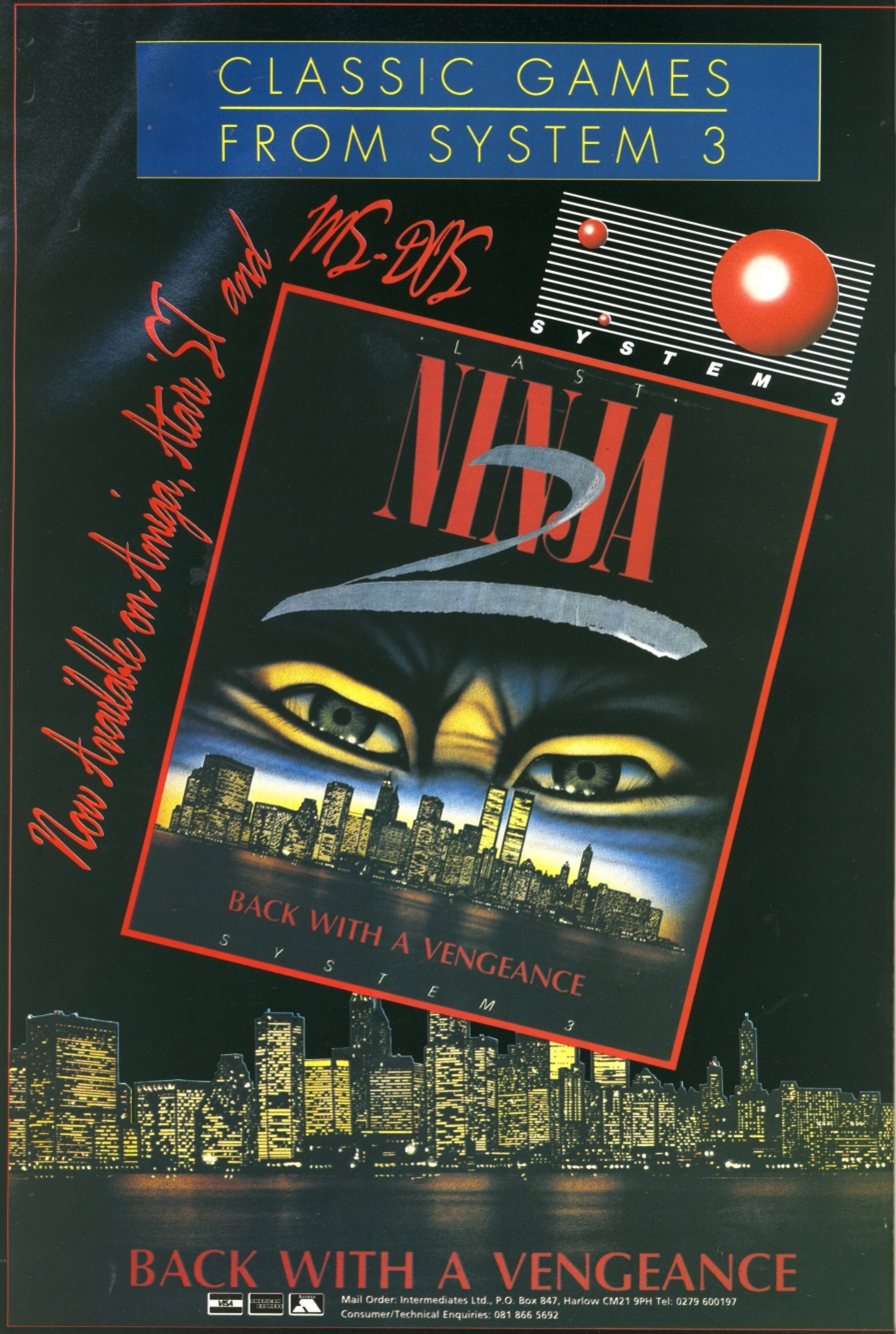
THE VERDICT

G	GRAPHICS	95
S	SOUND	83
A	ADDICTIVENESS	90
E	EXECUTION	86

• 20 • 40 • 60 • 80 • 100

Midnight Resistance is one hell of a shoot 'em up and one hell of a game!

91

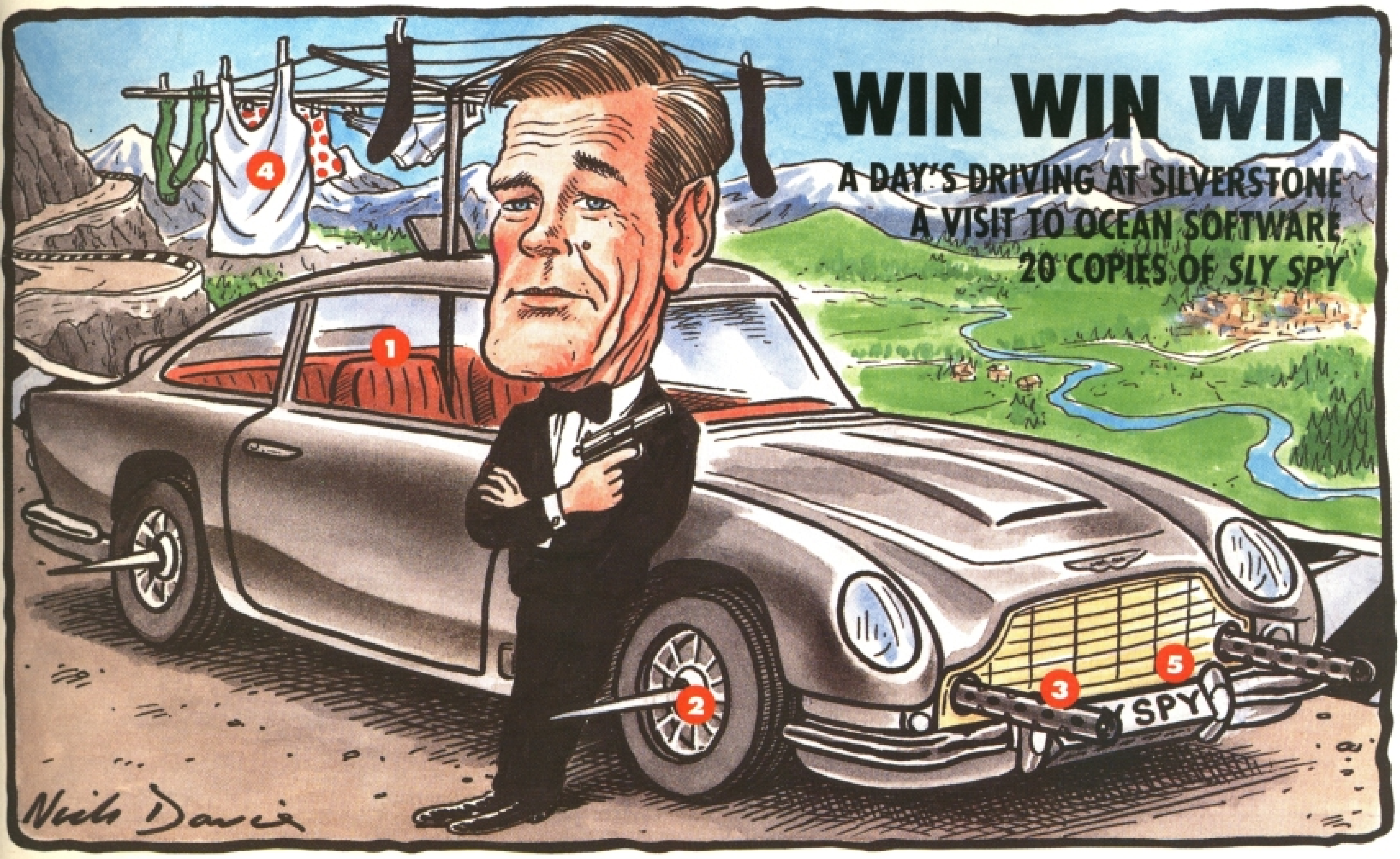


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MAGIC POCEAN!!!

COMPO



Spies are a secretive lot but Ocean are making no secret of *Sly Spy*, their spy-filled arcade conversion. In fact to celebrate its arrival Ocean are offering not one but two first prizes!!!

An over 18 year old and his or her friend will get to spend a day at Silverstone where they'll be able to test their skills on the skid pan and at race driving. (Not surprisingly the winner will have to be a qualified driver!) And as if this wasn't enough, there's also a visit to the top secret headquarters of Ocean Software for an under 18 year old and a friend. This visit will include a chance to meet some top programmers and, knowing those generous bods at Ocean, you won't be leaving the premises empty-handed we'll warrant.

And there's more. 20 runners-up will receive a copy of *Sly Spy* (ST/Amiga) or an Ocean PC game of their choice. Blimey, we'll never keep all this quiet.

FOR YOUR EYES ONLY

Working for ZERO involves a lot of undercover work so we've got our very own Spymobile complete with all the gadgets. Unfortunately we got a bit carried away when we built it and, as you can see, the car's rather over-stacked. Something has to go. Look at the list, decide which item is less than essential and tick it (*not* in invisible ink) on the coupon and send it to **Spy Me A River, ZERO Compos, PO Box 1509, Enfield, Middlesex, EN1 1LQ.**

RULES

- **Employees of Dennis Publishing or Ocean found entering will have their licence revoked.**
- **Entries received after 31st August 1990 will be used for target practice.**
- **The Ed's decision is final. So no blackmail.**

I spy with my little eye that the irrelevant item is the...

1. ◯ **Ejector Seat**
2. ◯ **Wheel spikes**
3. ◯ **Fixed machine guns**
4. ◯ **Whirleygig Rotary Clothes Line**
5. ◯ **Rotating Number Plate**

Name ____________________

Address ____________________

____

____________________ **Post Code** __________

I am... over 18 ☐ under 18 ☐

I own... an ST ☐ an Amiga ☐ a PC ☐ a Scottish Castle ☐

review

UNREAL

Swedes, eh? They're a funny old bunch. All those hurdy-gurdies, saunas and Volvos, not to mention pine furniture and Abba... Sorry, we got fed up with saying how weird the French are – and speaking of which, here's *David Wilson's* review of the latest from UbiSoft, the rather special *Unreal*.



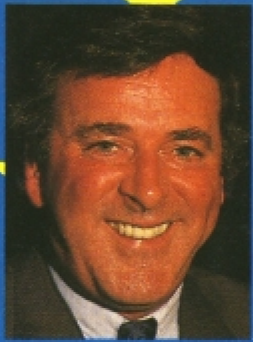
Just tell me one thing: what sort of woman could want this poncy chap to rescue her?



The proof of true love: Artaban battles against the elements with his huge um... sword thingy.

WHAT'S WHAT

TITLE	Unreal
PUBLISHER	UbiSoft
PRICE	£24.95
FORMAT	Amiga
RELEASED	Out now



Hello there, I'm Terry Wogan and welcome to the Euro-Computing Crap Scenario contest. Here's the French entry, it's called 'The scenario to *Unreal*' and it's by UbiSoft...

A long time ago (according to UbiSoft) the 'Mighty Sleeper' sent his faithful lackey Fragor to create new life on a planet with the unlikely name 'Unreal'. Pausing only to pack a change of clothes, some life-giving eggs (salmonella free), the four elements (fire, earth water and air) and two guardians to preserve the balance between good and evil, Fragor set off. Unfortunately however, he was a bit of a crap driver (driving on the right, you see) and collided with a comet. In the resulting explosion, chaos settled on the planet. The two guardians fought (free from Fragor's control) and transformed themselves into elements.

Meanwhile, in a peaceful lost valley, unbeknownst to the corrupt guardians, one egg fell. Now, how an egg survives a collision with a 'gigantic comet', a 'resulting explosion', a fall through an atmosphere and the subsequent drop of several hundred kilometres is beyond me... but never mind.

From this, our hero Artaban (a long blonde-haired, wall-to-wall muscle bloke in a loin cloth) was born and also 'his other half' Isolde. The young couple grew up together in the valley (a bit like *The Blue Lagoon* really) and befriended a copper dragon. The dragon took to visiting them everyday, until (in a classic reversal of the *Puff The Magic*

TIGER HEAT



U*nreal* is here. After the fat preview in last month's issue, the finished game has finally arrived, and pretty impressive it looks too.

1 The condition of 'The changing sword'. It's charged with fire at the moment but it'll need recharging. Conversely, it can also collect water shots for extinguishing fire.

2 A bonus crystal

3 A long haired poof in a loin cloth... er... sorry, you.

4 This tiger's called Norman Hunter. He bites yer legs!!



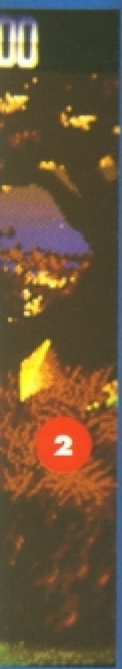


This bit is murder! Those logs are actually moving about all over the shop, so some carefully timed jumps are in order. It's a bit like the 'Penny Falls' – you play the penny and you'll more than likely fall.

Dragon scenario) one day er... he didn't. In the frantic search for their pal, Isolde climbs the highest mountain and shouts her head off for three days. Her calls don't go unnoticed (except by the dragon) and she is captured and taken to the Evil Guardian. Inevitably, the villain falls in love. So what does he do? Does he ravish her, then nuke the lovely valley? Does he shack up or slay her? No, he's far too evil for any of these options.



As you go hurtling into the screen in the guise of the copper dragon, you'll get handy hints printed at the bottom of the screen like 'go left', 'collect bonus' and 'watch out for that bloody great mammoth, you crazy English person'.





Here's what he does: he makes a deal to mercifully spare the valley in return for her hand in marriage. Pretty damn evil behaviour, I'm sure you'll agree.

Meanwhile, back in the valley, the dragon shows up. He's very sorry he's late – oh, and by the way, en route he heard about the wedding. Fighting the urge to wring his copper chum's neck, Artaban instead accepts his offer of help, tools himself up with the 'changing sword' and sets out to rescue his 'chick'... sorry, 'ladyfriend', from 'the dark lord'.

AMIGA

David: Before I launch into my opinion of *Unreal*, I think we should pause for a moment to lap up the beauty of the screen shots...

Lovely, aren't they? But wait until you see them moving. The parallax scrolling in the 2D sections is smooth and convincing. Jump up and the screen scrolls up, exposing more of the sky and the moons of Unreal. There's rain, snow and even the odd blizzard. The sound is very convincing too and when everything combines – if you're caught in a blizzard, you'll not only see and hear it but you'll even have to wrestle with the joystick to avoid being blown backwards(!) – *Unreal* really comes into its own.

Okay, so it looks beautiful, but how does it play? Well, again it comes up trumps. The game is divided into two different alternating sections – a pseudo 3D scroll-into-the-screen shoot/avoid 'em up along the lines of *Afterburner* (erm... vaguely) and a 2D view-from-the-side horizontally scrolling beat 'em up. In the former, you control the copper dragon on its journey to the airborne castle of the Dark Lord. The graphics are very colourful with huge animated monsters to shoot and avoid – but fast and playable though the five 3D sections may be, they pale into insignificance beside the four 2D sections.

These take the form of an arcade adventure with a large puzzle-solving element as well as the obligatory bags of baddie bashing. Some of the puzzles and pitfalls are pitched at quite a high level, so it's a good job that there's a save game feature. There are bits where you'll need to find something in the scenery in order to progress, sometimes retracing your steps to adjust your path ahead (trying not to give anything away here) but apart from this, the hardest bit I encountered was trying to cross moving logs and slippery ice floes. It really is impressive when your sprite interacts with the ice. Not only do you have to time your jumps perfectly, but you also have to 'balance' to avoid tipping up the ice!

There is a price to pay for all this and this comes down to three disks (on Amiga only) and slight accessing between each screen. Still, to their credit, the Ubi's have minimised the amount of mid-game disk swopping (and if you're lucky enough to have two drives, there's none at all). *Unreal* is a state-of-the-art treatment of a tried and tested formula – yet full of original twists. If you liked *Shadow Of The Beast* you'll love *Unreal*.

HASSLE FACTOR: 2
Inevitably there's a catch with beautiful graphics, sound and scrolling. There are three disks and interscreen accessing, but luckily not too many interruptions.

THE VERDICT

G	GRAPHICS	95
S	SOUND	90
A	ADDICTIVENESS	90
E	EXECUTION	89

• 20 • 40 • 60 • 80 • 100

A beautifully presented, challenging arcade adventure. C'est magnifique!

90

STOP


COMING SOON...
BACK TO THE FUTURE PART II
TM
image WORKS
1
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4
© 1990 MIRRORSOFT LTD © 1989 UCS & Amblin
IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454 SCREENSHOTS: Atari ST 4 & 5 Courtesy of MCA

PGA TOUR GOLF

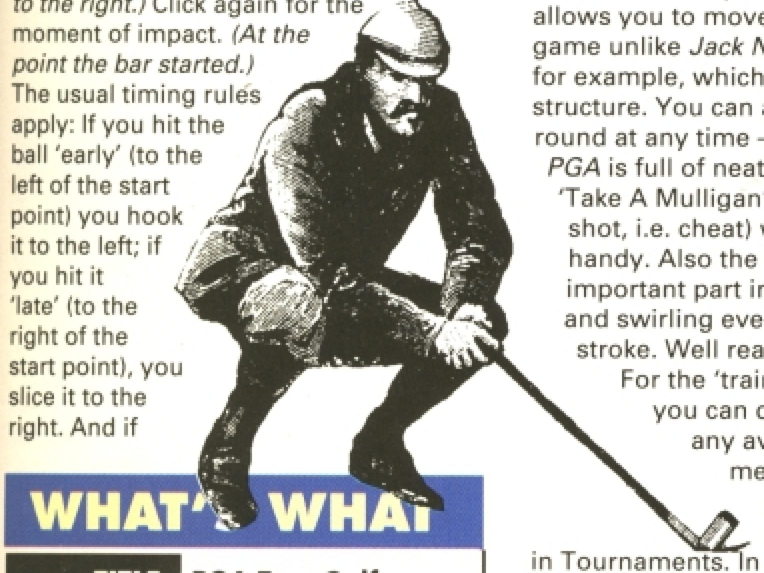
ZERO HERO

Golf: a game played mainly by clapped out comedians and game-show hosts. How apt, then, that *Tim 'My wife? My wife's so fat...' Ponting* should be volunteered to review it!

The fascination of golf as a spectator sport is lost on me. It's a bit like cricket really – a bunch of grown men wandering about rubbing their groins... bleurgh! The point is, out of six hours on course, only about three and a half minutes is spent actually doing anything – hitting the ball, for instance.

In *PGA Tour Golf*, you can spend as much or as little time as you want, um, 'playing'. In 'practice', you can move around as you want, playing single holes on any of the four courses or a complete round. Select your clubs (or take the 14 suggested by your caddy) and head for the tee with up to four opponents, human or computer. Now, assuming you have all the options set at 'on', you'll be treated to a low altitude 'fly past' over the green and down the fairway to the start. Tee time!

Stroke control is by means of the tried and tested power bar system. Click once and you begin the backswing. *(Bar moves to the left.)* Click again to begin the downswing. *(Bar moves back to the right.)* Click again for the moment of impact. *(At the point the bar started.)* The usual timing rules apply: If you hit the ball 'early' (to the left of the start point) you hook it to the left; if you hit it 'late' (to the right of the start point), you slice it to the right. And if your backswing goes over 100 per cent it gives you more power (ie distance) but accentuates hook or slice hopelessly.



Okay, so you 'tee off'. Whee... blat. A picture comes up showing what your ball has fallen into. The rough. Then an overhead view shows how far off course you are. A long way. Everyone else has their go and it's up to you again. Smack! A 2 Iron to the green. Incredible! Check out the 3D Contour Grid for the lie of the land, putt and clonk! A birdie! Tweet-bleedin'-tweet!

PC

Tim: *PGA Tour Golf* is certainly the most user-friendly of the current crop of golf games. It's dead easy to get into but has all the depth you could wish for. Whether you choose to practise driving or putting, play a round or (deep breath) enter a tournament, it's completely hassle free. And it's also extremely realistic.

The menu system works well and allows you to move freely about the game unlike *Jack Nicklaus' Greatest 18*, for example, which has a very rigid structure. You can also save the current round at any time – an essential feature. *PGA* is full of neat touches: you can 'Take A Mulligan' in practice (replay a shot, i.e. cheat) which comes in handy. Also the wind plays an important part in the game, gusting and swirling even as you play a stroke. Well realistic.

For the 'trainspotters' out there, you can calculate just about any average you care to mention. And for the gamblers, there's money up for grabs in Tournaments. In fact, there's something in *PGA Tour Golf* for everyone. It certainly put lead in my 3 Iron, I can tell you, Brucie... STOP

WHAT'S WHAT

TITLE	PGA Tour Golf
PUBLISHER	Electronic Arts
PRICE	£24.99
FORMAT	PC
RELEASED	Out now

GRAPHICS	85	ADDICTIVENESS	94
SOUND	75	EXECUTION	93
OVERALL	92		

A ROUND WITH GENGHIS KHAN

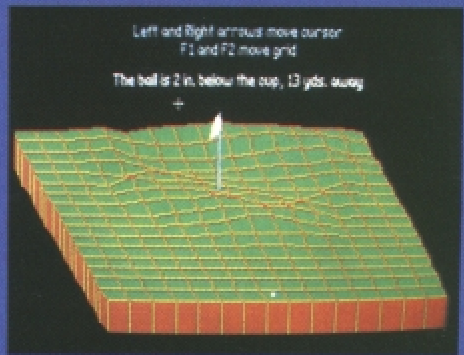
This month in *Celebrity Golfers And Their Even More Famous Toupés*, all the way from behind the 4 Iron curtain comes Genghis Khan, who takes us through Hole 17 at his favourite course – TPC Temujin in Mongolia!



"Zis is won off my favourite shots in all professional golfy. Par tree – but a real beggar, don't you zink? The water gets in the way off my horse archers."



"Okay-dokay, Brucie my love, zis is the tee shot. A 6 Iron wiz the wind behind me and gaddap! Oh... I shoot too far. Never mind, I can always nail my opponents to my caddy carriage and rape zere wifes if they win."



The lie of ze land. Rather like a map off the Steppes. One flag – mine! He-ha!"



"You like my barbaric putting gear? Ze checks are from Scottish Woollen Mill, a barg. But I must put ze ball in ze hole for a birdie. If I miss – you die painful death on roasting spit. You like golf, ya?"

FLIGHT OF THE



Look, here comes a reception committee in a Mig! Luckily I've brought plenty of sandwiches.



Here's where you can pick exactly which sort of sandwiches you want to take with you!

A souped up *Falcon* clone? Set in war torn Vietnam? With lots of ships and things to blow up? As soon as *Duncan MacDonald* heard about this there was no holding him back – he headed straight for the ZERO sofa (and hid behind it). However, we did eventually coax him out (with a mug of Ovaltine and a plate of steaming hot Brain's Faggots) and talked him into having a quick go on *Flight Of The Intruder* – the new offering from Mirrorsoft. Well, here's what he found...

WHAT'S WHAT

TITLE	Flight Of The Intruder
PUBLISHER	Mirrorsoft
PRICE	PC with book £39.99 Without book £34.99
FORMAT	ST/Amiga/PC
RELEASED	ST/Amiga: October PC: Out now

Flight Of The Intruder is what's known in the trade as 'a big game' (Come to think of it, it might well be known as a 'big game' outside the trade as well). Yes, it's very big indeed – and there's a manual that would make even the lads over at Microprose quake in their boots. So just how big is it then? And how many things can you do? Patience, patience, patience. You can't just go steaming in like that, you know. First of all you've got to read this story (cue Simon Bates' *Our Tune* music):

"Once upon a time there was an American company called Spectrum Holobyte who produced a game for the PC, called *Falcon*. The company decided it might be wise to flog the game over here in Blighty and to this end commissioned Rowan Software (a British company) to write versions for the ST and Amiga. The upshot of all this is that the chaps (and chicks) at Rowan did such a splendid job (making the PC version look utter crap) that Spectrum Holobyte has got them to churn out not just the ST and Amiga version of this latest project (i.e. *Flight Of The Intruder*) but also the PC original – of which this is a review."

Hoorah! Out with the Union Jacks, then. Wave them around a bit. Okay, you can put them away now. If that wasn't an 'and they all lived happily ever after' story then I'm the King of Spain. Anyway, without further ado let's have a look at the game. Oh, and home base is an aircraft carrier in the South China Sea, by the way (*The Gulf Of Tongking to be precise. Ed.)*

Flight Of The Intruder is based on the book of the same name, in which the starring aircraft were the F-4 Phantom and the A-6 Intruder. So, not



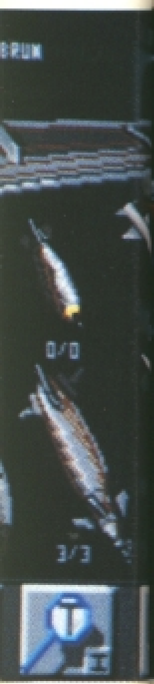
Oh look. There's my wing mate. Hello Binky old chap.

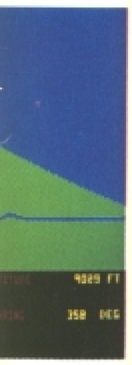
surprisingly, and as is the vogue with current flight sims, you get to pilot more than one aircraft. You get to pilot, er, two! So – what's the difference between the Phantom and the Intruder? Well, basically it's this – the Phantom is a fighter and the Intruder is a bomber. The Phantom is great in air to air combat but isn't so good at carrying heavy payloads, while the Intruder is crap at taking on the Migs but can carry bombs the size of Claire Rayner, Demis Roussos or Rosanne Barr. The two planes enjoy a symbiotic relationship, with the Phantoms 'guarding the six' of the Intruders. (For the three thickies at the back of the briefing room who don't know what the 'six' is, it means the rear of the aircraft – its six o'clock position. Now you know.)

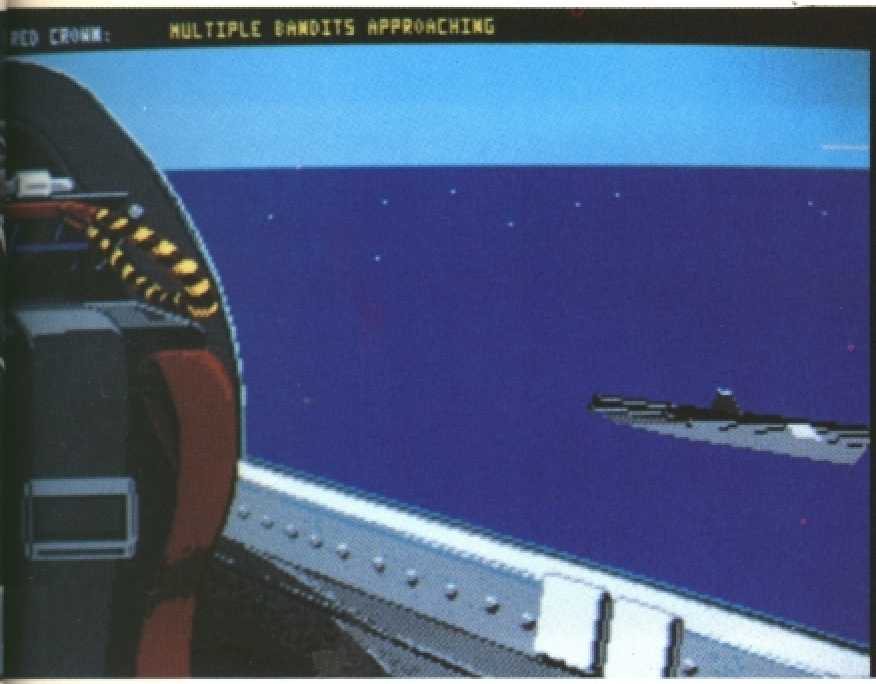
Now, when I said that *Flight Of The Intruder* was big, I wasn't joking. It's very big. I had a crack at flying off the edge of the map to see if there was 'wrap around' or something, but I got bored before even getting half way – it took about ten minutes. Besides, the edges of the map (the border of China and the mountain of Laos) are apparently very hostile areas – so even if you can be

E INTRUDER

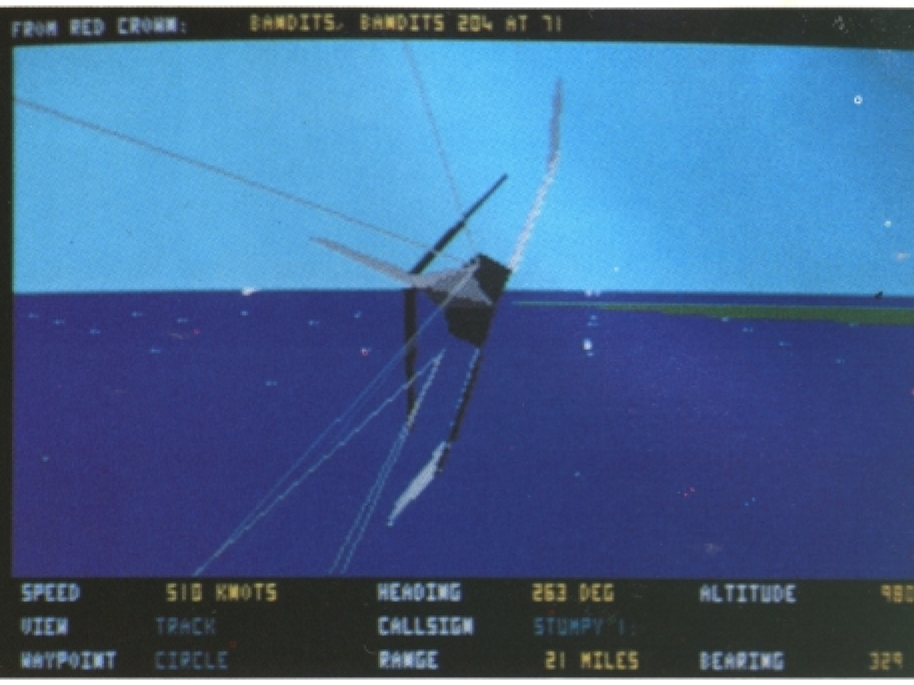








A quick peek over my left shoulder reveals some sort of giant car on the water. Wonder what it is? *(Your carrier. Ed.)*



Hey, my plane's got loads of washing lines coming out of the engine! *(It's air turbulence from the wings. Ed.)*

bothered to fly there you're going to get shot down pretty quickly. Anyway, the map. Yes, a rather important part of the game really, so let's have a gander at it.

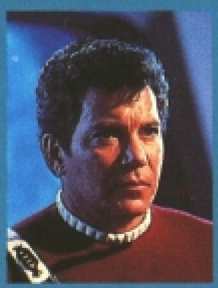
There you are, you and a chum, having a quick cup of Nescafé and checking out where you might like to go. You can zoom in on any area of the map and get information on what's what and what's likely to be causing you most grief. The idea is that you choose a primary and a secondary target. The primary target (let's say you plump for a bridge the enemy uses a lot) is



One day some silly clot is going to spill his coffee all over the map.

obviously the one you want to hit the most. However, while you're actually in enemy territory, you may as well have a crack at something else as well. That's the secondary target then. Not a vital part of the mission, but nice to pull off if you can. So let's go for taking out, first of all, the Lao Chi/Yen Bai rail bridge and on the way back we'll have a bash at the Hanoi Happy Eater. That'll lower the VC's morale. No more 'All Day Breakfasts' for them. So, once you've decided on your mission, you bang the route into the computer – thereby setting the

THE BOOK



***Flight Of The Intruder* was written by Stephen Coonts, who was actually an Intruder pilot in the Vietnam War himself (during the last couple of years of conflict). It's probably worth a read to get you in the mood for the game and to give you a taste of the rather annoying jargon you'd have had to endure if you were actually there at the time. There is something rather astonishing about Stephen Coonts and the squadron to which he was attached, though. It's to do with where they were stationed. Get this – it was on board the USS Enterprise! Crikey! Quite why they had to waste all that time sending out Phantoms and Intruders when all the time they had all the facilities of a powerful starship at their disposal eludes me. All those wasted lives when all they had to do was get Captain Kirk to send out a few photon blasts – the war would have been over in seconds. Still, maybe Scotty was having some trouble with the dilithium crystals or something.**

waypoints (points for the autopilot to aim you at). Waypoint one being the bridge, waypoint two being a safe-ish route to Hanoi (avoiding SAM sites or whatever), waypoint three being the Happy Eater itself and waypoint four being the Carrier you started from. (You are limited to four waypoints, but that's what missions were like in the real war – take off, the primary target, the secondary target and then back to the carrier.)

Each of the planes you're going to be taking (up to eight – Phantoms, Intruders or a combination of the two) can have different waypoints allocated to them. Opt for the 'safety in numbers' routine or send them all off in different directions to do their own sweet thang.

All the aircraft in *Flight Of The Intruder* have extremely intelligent autopilots. In fact you don't even have to fly any of them! All eight (if you're using eight) are quite capable of flying to the primary target (and bombing it), secondary target (whoops, missed) and back to the ship all on their own. You can just sit back and watch. However, if you stump up the dosh for this game



Blimey – the sea seems to be going up into the air. *(You're banking. Ed.)*

THE KITCHEN*

***as Vietnam pilots referred to their cockpits**



1. Oven Temperature
2. Tea Towel Holder
3. Atomic Can Opener
4. Food Mixer Speed
5. Kettle On/Off Switch
6. Microwave Defrost
7. Microwave Medium
8. Microwave High
9. Egg Timer
10. Fairy Liquid Dispenser
11. Freezer Compartment
12. Spatula Hook
13. Vegetable Drawer
14. 'Fire And Forget' Potato Peeler

(That's enough kitchen items. Ed.)

and never take control of any of the planes then you're obviously a few bricks short of the load. Flying these beauties is fantastic and you can switch from one to another at will (well, at the touch of a button, anyway). If you're in the cockpit of an Intruder, and nothing much seems to be happening you might well switch to the cockpit of one of your Phantoms only to find it in the middle of a dogfight with a couple of Migs, or with a SAM on its tail or something. Do you leave the thing on autopilot and hope it'll sort things out for itself? No, of course you don't. You take it off autopilot and grab hold of the stick in



Look! No rusty bits. This is one Phantom with no MOT worries.

order to sort this particular mess out for yourself. Then you get shot down.

Flying the Intruder and the Phantom, as you'll have guessed, is terrific fun – you can feel the difference in aerodynamics between the two planes as you switch from one to the other. But although a hardened flight sim nut won't take *too* long in familiarising him (or her) self with the different aircraft, there is – on board the Intruder – a new skill to be learnt: Bombing. Don't forget, this is the Vietnam War, which was 20 years ago. These planes and weapons are really rather old-fashioned – not much evidence of any Beyond Visual Range 'Fire And Forget' Radar Tracking Low Earth Orbit Mega Zoomers here. You have to use your pilot skills to aim your bombs and missiles to the ground (and it really is very easy to miss). Dial freaks, by the way, will have a field day. Never, in the field of human conflict, have so many dials been shared out between so few aircraft. There are about 400 zillion of the things. Mind you, as is always the case, you don't really need to use them



Hmmm. There don't seem to be so many washing lines at this speed.

all – but it's nice to know that they are there if you do feel like having a look. *(Weirdo. Ed.)* The host of interior and exterior views is second to none. You name a view you need and it's here.

The front end of the game is one of those 'tailor jobs'. You can define your own parameters for just about all the things you'd want to – making the game as easy or as difficult as you want. You can have a 'simple' game, with infinite everything to one with infinite fuel but limited everything else through to the totally realistic where you keep on getting killed every eight pico seconds. As varied as the difficulty levels is the actual gameplay itself. You don't have to control an entire squadron and go through all the map screens if you don't want to. You can simply go for the Scramble option, where, 'wasting' no time whatsoever, you can go straight into a take-off and then fly around letting rip at whatever takes your fancy. Your own aircraft carrier? Fine. Give it some stick. It's not going to fire back, after all. Oh look, a cloud: a sidewinder should deal with that fluffy white menace to world peace. Hey, is that the South China sea down there? Eat lead, you salty fluid! And the sun – look! So it's 93 million miles away. So what? *(Look, you can't shoot the sun, okay? Ed.)*

There are loads of other things you can fiddle around with in *Flight Of The Intruder* as well, the most fun one being



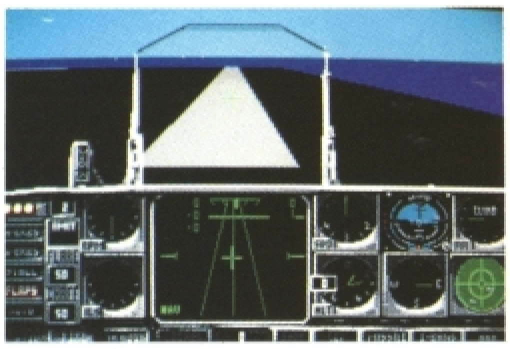
A quick snapshot of the South China Sea to send to my Aunty Beryl.

the now almost obligatory 'action replay' job (á la *Indy 500, Their Finest Hour, Skidmarks* etc). You can record and save particularly impressive bomb runs or dogfights. In fact, apparently, in America there's a new fad centring around this option. In the 'good old days' (when everything was made of wood) the yanks would invite their friends around to their houses in order to show them slides, photographs or films of their latest holiday in Europe. Not any more. Now you get invited round to Buzz G. Bootlebecker Senior's house in order to watch re-runs of him winning the Vietnam War single handed. "That's how we *should* have done it!" he'll say after showing a clip of his PC engineered Napalm run over the town of Vin Li. Will this fad emerge in Blighty? I certainly hope not.

PC

Dunc: *Flight Of The Intruder* is already a best selling book and a 'film of the book' is coming out quite soon. Add to this the computer game and what we have is something approaching overkill. But who cares? Certainly not me. I could handle a bar of *Flight Of The Intruder* soap-on-a-rope or pencil case. I could even handle a *Teenage Mutant Flight Of The Intruder Ninja Lunch-Box* cartoon series on the telly. It takes a lot to stop me in my tracks, I can tell you. But the game itself nearly did: it's rather fab, you see. The flight sim has been crossed with a tank sim and the result is a winner. Not now the simple 'fly from A to B, blow up B and fly back to A again' scenario. Now you have to adopt a strategy and get involved in some serious map work. Now you have to press even more buttons. Now you need to have three brains and a hundred pairs of arms. Playing the game 'properly' may be absolute murder, but it's eminently satisfying.

Like I said, in this respect it's like a tank sim – you're controlling a whole squadron. Where it isn't like a tank sim, however, is that once you've finished doing your planning you get to go UP, not just stay on the ground. So, onto the all important "well what are the graphics like then?" bit. Well, the answer is excellent. The animation is very smooth (although, weirdly enough, it's sort of *too* smooth when you're at low altitude – things come at you a bit slowly for my liking. I wouldn't have minded a bit of jerkiness to convey the "blimey, 700 knots" feeling). Still, this is my only gripe. Right, I've got to rave about the interior cockpit graphics. They are totally ace and Spectrum Holobyte/Rowan Software have produced a format that will set the new standard for in-cockpit views. They've done away with the 'look straight behind you' mode, because it was (in reality) impossible. After all, if a fighter pilot *could* turn his head 180°, all he'd see would be the back of his chair. In *Flight Of The Intruder* there's a staggered 'look around' effect. From over your shoulder on the port side all the



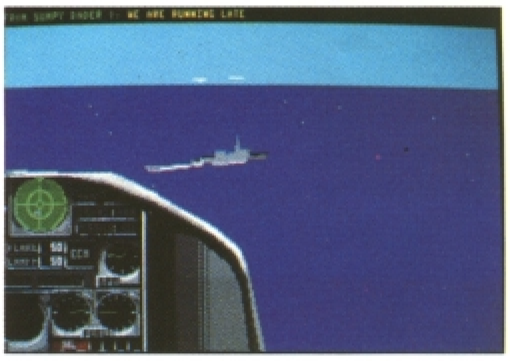
Take-off time. Hope I don't muck the speed up and plop off the edge.

way around (taking in the front view of course) to looking over your shoulder to starboard. As well as this, they've improved greatly on the 'look up' option that you got in *Falcon*. This is staggered as well. There's total look down where you see all your instruments (all 85,000 of them), and then you can look up in stages, getting more sky and less instruments as you go – culminating in an uncluttered view of the outside world. Brilliant stuff and very realistic.

As for the exterior graphics, well, again they're excellent (as you can see from the screenshots). What you won't be able to tell however, is this: things start small and then get bigger. Don't you just hate it in some games (I won't mention any names) where there you are, flying along with nothing on the visible horizon – then all of a sudden "Shazaam!!!": an entire city appears only yards away from you. Are construction workers that efficient? I don't think so somehow. No worries with these glitches in *Flight Of The Intruder.*

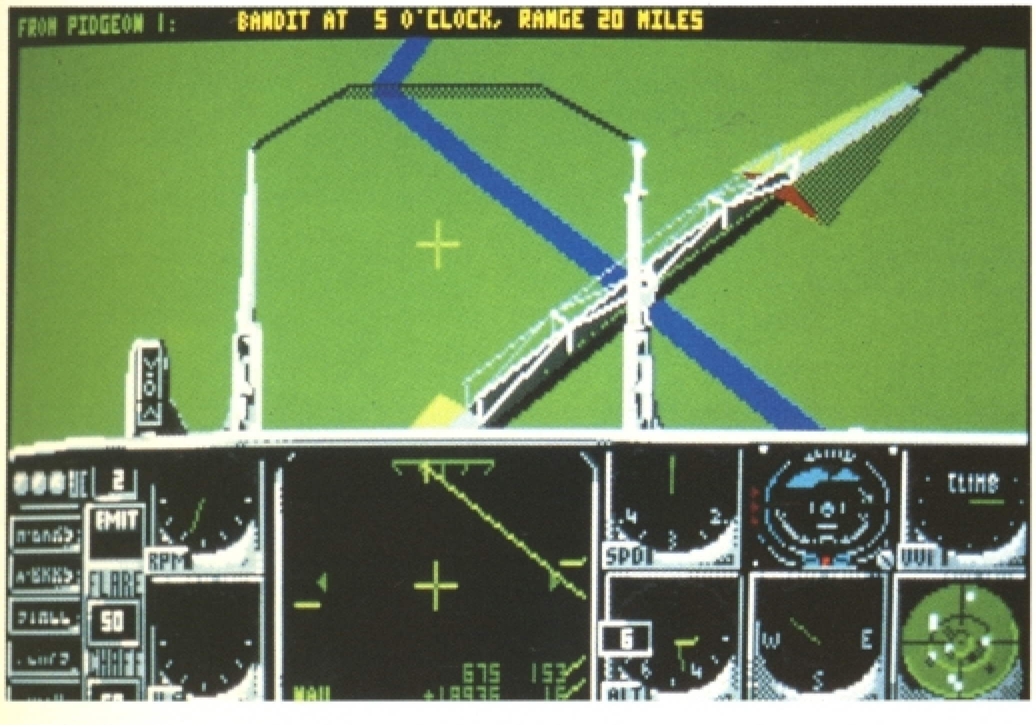
HASSLE FACTOR: 0
Only the one disk and hardly any waits at all. Oh joy!

Things are sounding pretty good at the moment, aren't they? But there's something of equal importance that some games of this genre tend to forget about – do you really care about whether or not you make it back to home base? Are you gripped by the atmosphere? Well yes, this all important ingredient is in the game as well. Tons of it. I mean, I always thought *Their Finest Hour* was pretty atmospheric, but *Flight Of The Intruder* scores even higher. Or does it? Let's just say it's *as* atmospheric and have done with it. Basically, what we have here is 'the next flight sim you really ought to have'. Whether something's going to knock the socks off it before the ST and Amiga versions come out I really can't say (although I doubt it) but those of you with PCs are in for a treat right now.



Finished my mission. I know I'll 'give' my left over sandwiches to that 'car'.

Okay, back to the merchandising. Who wants to buy a *Flight Of The Intruder* matching duvet cover and pillowcase? Come on, only 23 quid. No? A *Flight Of The Intruder* fridge/freezer then ? (Only £399.99). No?... No? Honestly, some folk wouldn't spot a bargain if it was blutacked to their foreheads.



THE VERDICT

G	GRAPHICS	92
S	SOUND	40
A	ADDICTIVENESS	93
E	EXECUTION	93

• 20 • 40 • 60 • 80 • 100

The sort of game you can really get absorbed in – a fighter/bomber simulation with a fairly deep strategy element.

92

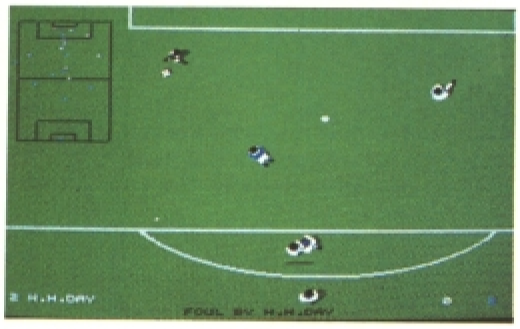
KICK OFF 2

Football. A game of two halves and many clichés. *Duncan MacDonald* was literally sick as a parrot when we told him to review *Kick Off Two* (from Anco), but the lad did good in the end.

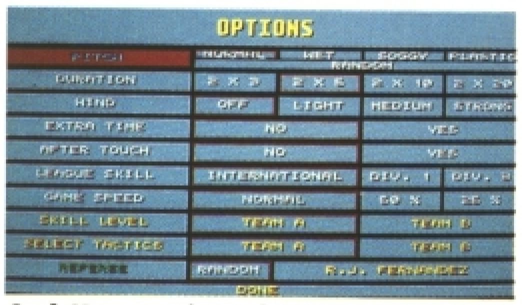
ZERO HERO



Oooh, I fancy white sleeves. Then again a stripey number would be nice.



What do you mean penalty? It was a friendly push ref, honest.



Cor! More options than you can shake Emlyn Hughes at.

WHAT'S WHAT

TITLE	Kick Off 2
PUBLISHER	Anco
PRICE	£19.95
FORMAT	ST/Amiga
RELEASED	Out now

AMIGA

Dunc: In the tradition of football being a game of two halves, I'm going to do this review in two halves as well. The reason for this is that it's just possible that some readers won't have seen the original *Kick Off*. Yes, I know it sounds unbelievable, but you never know. (Skip this bit if you don't want to be bored by details you already know.)

Right. You don't know what *Kick Off* is? Blimey! Where have you been? Stuck in a cave or something? Oh – you've just bought an Amiga. Fair enough. Well *Kick Off*, quite simply, is *the* football game. It's unbelievably brilliant. Whenever any company brings out a new footie game, a reviewer's first question is always "Yes, but is it as good as *Kick Off*?" So if you want to buy a football game then your first choice has got to be *Kick Off*. Except now it doesn't. There's *Kick Off Two*, you see. Right, that's dealt with you. Let's go and join the others.

Okay. We all know what *Kick Off* is then. So how about the sequel? Well, for a start you can have four players. So *Kick Off Two* scores against *Kick Off One* in the first minute of the match. This multiple player option is the biz, it really is. You and a chum can play in the same team, either against the computer or against two other people. It's just as much fun playing in the same team with another person as it is head to head against them. There's sort of more onus on you not to cock things up. Plus there's the option to 'Play In Position'. It's pretty self-explanatory really. In *Kick Off* control switched about between the various players, but here you can opt to be, for instance, the scrum half. *(Wrong sport you prat. Ed.)* The overhead view is always centred on the ball and the other players are given 'intelligence' by the computer. You can pass to them and they can pass to you. You get the idea (on the 'radar' shot your dot is slightly



Berlimey, this defence looks almost as dodgy as Scotland's!



Whoops, Jim 'Butter Fingers' Leighton lets the side down (again).

bigger than the other dots, so you know where you are). Then there's the extra difficulty levels, in the form of wind and pitch parameters. Four different wind speeds and four different pitches (wet, soggy, plastic and normal grass). Then, of course, there's the full blown World Cup tournament option. You can re-live the whole event again, and this time take the most deserving team to victory. You know the one. Erm, America. And if you want to get into the strategy side of the game you can do that too – there's a facility to load teams and tactics from *Player Manager*.

HASSLE FACTOR: 0
No real hassle at all.

What else, what else? There's so much bunged into the game it's actually quite hard to remember what I've left out. Oh yes, action replays. Want to watch that tackle/pass/goal again? No problem – plus you can actually save these action replays to disk and create a record of "Golden Goals" (or "Cocked Up Interceptions," or whatever and you can bore people silly with these replays). Oh, the graphics in *Kick Off Two* have been tweaked a little bit. They're not remarkably better than the prequel though, just a little better – different pitch surfaces and the players are slightly more detailed. Oh, and there's something quite important that I forgot to mention, and it's that the goalkeepers are 'cleverer'. They don't faff up so much.

All in all, it comes down to the important question of "So, if I already own *Kick Off One*, is there any point buying this?" And the answer? "No. It's crap!" Actually that was a little 'joke', it isn't crap at all. It's brilliant. Yes, it is worth buying even if you already own the predecessor. So there you have it. STOP

GRAPHICS	86	ADDICTIVENESS	93	OVERALL 90
SOUND	86	EXECUTION	90	



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Screen shots from ATARI ST version
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review **R**

FLOOD

"Water relief!" This game actually has nothing to do with either Noah, the Thames flood barrier, dodgy plumbing jobs or even um... going to the toilet, as *Jackie Ryan* found out.

ZERO HERO



I bet Quiffy wishes he'd had the foresight to build himself an ark or something.

WHAT'S WHAT

TITLE	**Flood**
PUBLISHER	**Electronic Arts**
PRICE	**£24.99**
FORMAT	**ST/Amiga**
RELEASED	**Out now**

Floods eh? Who needs 'em? Horrible, wet, soggy things that seep round sandbags by night, over the tops of wellies by day and then leave vile silt 'designs' on Aunt Edna's carpet, making it look even more horrendous than before. And what about old Noah eh? Can't have been much fun for him to spend all his free time building a huge boat when he could have been watching the World Cup.

Lucky then that the problems you encounter in *Flood,* the newie from Bullfrog (those nice people who brought you *Populous,* remember?), have absolutely nothing to do with such dilemmas. 'Cos *Flood* is simply yet another of those cute, arcade adventure type games, but with enough different and original elements, enough hugeness and enough fiendish trickiness to make it stand out a mile from the rest.

In *Flood* you play Quiffy (?!) a rotund and very verdant member of a race called the Blobbies. For years the Blobbies have been living peaceably in secret caverns deep underground and feeding off the trash left behind by bygone inhabitants. But just recently the caverns became invaded by vicious Psycho Teddies, venemous snails and the particularly devilish Bulbous Headed Vong. The mean invaders then proceeded to pick off all the Blobbies one by one, until now only Quiffy (our hero) is left. Awwww.

Anyway, until now, Quiffy has been managing to survive all on his lonesome very nicely thank you. But as the game begins and you take control of the left, right, up, down, jumping green sprite that is Quiffy, you suddenly realise that the mysterious taps of wrath, that have been dry for centuries, are beginning to spurt forth, filling up the caverns with water. Yikes! And even though you, as a member of the Blobbie race seem to have evolved with an underwater face mask stuck permanently to your 'boat race', as you can't actually breathe underwater, you think it might be quite a good idea to make your way to the surface. Not very Jacques Cousteau of you, but never mind.



Oooh, he's just so cute. *(Youch! Ed.)*

And that's what *Flood* is all about. Manoeuvering Quiffy through the smoothly scrolling 42 levels of varying size and difficulty, finding and eating all the trash cans that are available on each level to keep his energy level high and then moving him on to the next level by finding the end of level teleport which will 'beam him up Scotty' to the next level.

But it's not that easy. On each level there are various baddies which drain Quiffy of his energy, hidden switches that hide various dangers and treasures, walls covered with sheer ice that the usually sticky Quiffy finds it impossible to climb. And though there is always some way or something that you can use to get round these problems, the beauty of *Flood* is that they are not always immediately obvious and it'll take you some puzzling to suss out how to get to the end of each level. And though there is no real time restriction on completing each level, don't forget, the water's still rising, so you must get the trash before the cavern fills completely with water!

Flood is not just another arcade adventure, it's a huge and immensely clever one too. For all of you looking for a good few hours worth of trash collecting, baddie avoiding and brain cell puzzling, make sure you take a gander.



Quiffy manages to preserve a hairdo Shakin' Stevens would be proud of.

FLOOD AND SAND!



1 OXYGEN –This bar shows how much Oxygen Quiffy has left for his underwater dives to collect any submerged trash.

2 SCORE – Erm, what do points make? Er, points actually.

3 TRASH – This is the number of trash cans Quiffy must collect from this level before he can go on.

4 LIFE FORCE – Quiffy's health. Keep it up by eating trash. Let it get to zero and you'll lose one of your three lives.

5 QUIFFY – this is 'you' complete with cow lick quiff.

6 VACUOUS GOMBO – A mindless mutant that does little more than pace up and down. Drains life force on contact though.

7 GHOST – The ghost of Quiffy's mad Aunt chases him round each level, if she catches him she will drain his life force.

8 PSYCHO TEDDY – They'll eat anything, including the trash cans, thereby reducing the amount Quiffy himself needs to collect.

9 TRASH CANS – Quiffy needs to collect all the trash cans before he can go on to the next level.

10 FLAMETHROWER – Grab this and blast to incinerate anything in your path. Unless Quiffy's already eaten it, as he has done in this case.

11 FLOOD – Rising water level, Quiffy cannot stay under very long, so it's best to try and get low lying trash cans first.

12 BEADY BALLS – Cause damage to Quiffy's life force on contact.

13 TELEPORTER – When Quiffy has all the trash he must use this to teleport to the next level.



Well our Quiffy's certainly got all the gear for underwater antics but his staying power's crap. Rather like the crew from *Baywatch* really.

Jackie: Gordon Blimey O'Bennet! There's just so much in this game that I don't know where to start. I mean there's Quiffy for a kick off – small but perfectly formed (just like my good self actually). He's nicely animated and very easy to move, which is especially important in a game like this where you need a combination of pixel by pixel accuracy, as well as fast, huge leaping movements. Then there's the variety of baddies, all clearly drawn and nicely animated. These need to be avoided or dispatched in certain ways, that are not always obvious. And what about all the quirky and individual touches the programmers have introduced, like the ghost of Quiffy's mad Aunt, who begins to chase after him a few minutes into each level, following his exact movements to the pixel, losing him energy if she catches him?

So p'raps I should just say that *Flood* is one of those fab arcade adventures with smooth scrolling, fast action, tons of puzzles, which in essence seems very simple but is actually very tricky to complete. It's one of those games where once you've worked out the right way to do a level, you would think you'd be able to do it in your sleep. However, it has random surprise elements thrown in like the flamethrower that occasionally turns into a chicken just when you want it to blast some baddies, so you can never be too sure. The only annoying bit is when you kick the bucket just before completing a level and you then have to go right back to the beginning again. Still there are password icons to be picked up on certain levels, which come in very handy. And with over 40 levels, I can forsee many a long hour sat at my Amiga.

HASSLE FACTOR: 0
Only needs one disk, a glance at the poster that comes with the game and you're away.

THE VERDICT

G	GRAPHICS	85
S	SOUND	87
A	ADDICTIVENESS	90
E	EXECUTION	88

Guaranteed hours of cutesy, arcade adventure fun. It's floody brilliant!

90

THUNDERSTRIKE

When we told *Paul Lakin* that *ThunderStrike* was based on a futuristic TV programme he rushed out to buy a new suit. He'd have been far better off buying some new underwear.

There's no denying it, tastes in television change. At the moment the population will sit enraptured by the antics of a large stuffed cat and a group of wooden mice. In 2238 nobody watches the House of Commons on tele, they want blood, guts and gore. In the words of Rupert Murdoch "Stuff the morality, grab the cash." *(Except he didn't say it. Legally hassled Ed.)* From such beginnings comes *ThunderStrike* – the ultimate in TV violence.

The rules of this televised slaughter are as simple as the average game show host. Your Strike Craft is in an arena and in danger. The arena contains a number of generators chucking out drones who insist on ramming 2000 volts up your craft's rear end. While you're attempting to knock out the drones



They'll be an early bath for the loser of this dogfight.

and their generators some of the beggars are trying to knock out your ground installations to put you out of action. That's all there is to it really. Knock out the opposition, pick up bonus pods (turbo thrust, extra shield and the like) and stay alive.

At the end of each round your performance is assessed in terms of defence and attack efficiency and television ratings. Good performances will be rewarded with upgrades on your craft. And then it's once more into the breach to make war not love but, above all, good television.



1. Your installations, to be defended at all costs.
2. Enemy Generators, seek out and destroy.
3. Your ship, remember death can be fatal to your career.
4. Track, a highspeed way of travelling round the outside of the arena. Rather like the M25 really, except that it works.

PC

Paul: Me, I've always wanted to be a TV star. If the price of fame is strapping into a Strike Craft and killing people then so be it. Wiping out a number of my fellow human beings is a small price to pay for a chance to get on *Wogan*.

My first few outings didn't bode well for my media career. The sight of the enemy exploding was far less familiar than seeing my own craft doing an impression of Guy Fawkes Day. Action is fast and furious, making mouse control more suitable than the keyboard I was using. However, it didn't take long to get in among the ratings.

HASSLE FACTOR: 1
Too much returning to title screen.

ThunderStrike is a game of immediate impact. That's a sort of pun. *(No it isn't. Ed.)* Yes it is 'cos there's loads of impact on the screen and the game makes an impact on you. *(Well, it's still not a pun. Ed.)* Anyway, the vector graphics are extremely fast and impressively smooth. The graphics speed is not at the expense of detail. The arena is littered with valleys, lakes, buildings and hills which you can hide behind to catch breath or set a trap, provided no one else has had the idea first.



Silly place to leave a large, red circle.



Shoot it? Shoot what?

Even the basic craft are very responsive, but as they don't carry sights their accuracy can be dodgy. This adds to the tension of the furious dog fights against tenacious opponents. There's no time to relax, no sooner have you lined up on a generator than an alarm sounds to warn of an attack on your own installation.

Despite thrills and spills I'm not convinced that the game is loaded with lastability. There's a choice of craft and five different arenas, each with ten levels of difficulty but the basic game doesn't change. *ThunderStrike* is great, adrenlin-pumping fun but doesn't have enough variety to draw you back after the first few intensive plays. STOP

GRAPHICS	83	ADDICTIVENESS	82
SOUND	81	EXECUTION	86

OVERALL 85

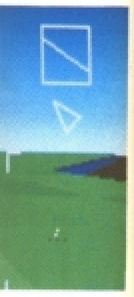
WHAT'S WHAT

TITLE	ThunderStrike
PUBLISHER	Logotron
PRICE	ST/Amiga £24.99 PC £29.99
FORMAT	ST/Amiga/PC
RELEASED	Out now

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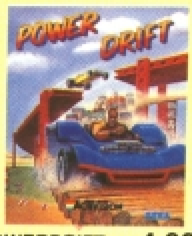
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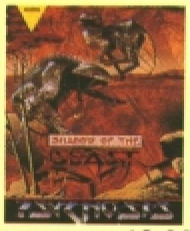
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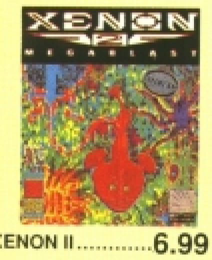
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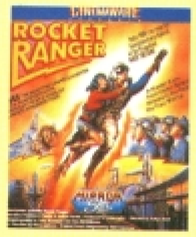


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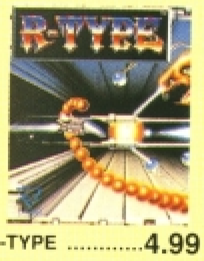
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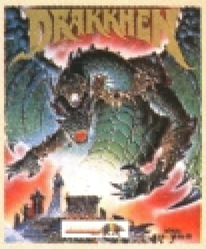
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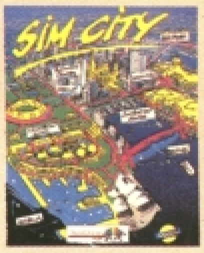


Amiga Format said: "An excellent adventure... witty, cunning and just plain good fun! If you liked Fish! you'll probably like this, because they're very similar in style: you may even prefer Myth, it's that good!"
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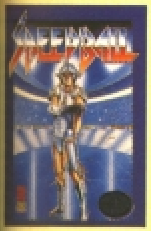


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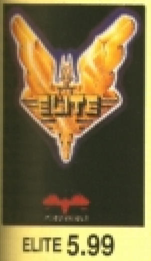
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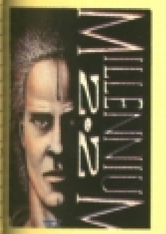
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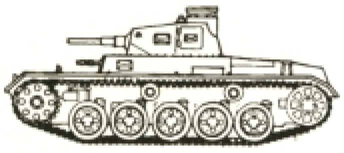
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A-10 TANK KILLER





SIMULATION SYSTEM MODULES

Lawks, what a mouthful. The original *A-10 Tank Killer* has been out a few months and has proved a 'hit' with the PC crew. *Tim Ponting* straps himself in (oooh bondage!) and flies a set of new 'Warthog' missions...

Right, *A-10 Tank Killer Simulation System Modules.* With a title like that, it has to be American. Yep, American. In fact, though *A-10 Tank Killer* is distributed over here by Activision, you'll have to use your coupon in the box to get your mitts on the Modules (erm... 'Mission Disks') direct from the States. But it's well worth it...

THE ORIGINAL A-10 TANK KILLER

The original game was initially available on PC only, though an Amiga version will be available at the end of the year. Its strength lay in the choice of the plane: an *A-10* mission is actually a bit of a corker to fly because it of the 'ground support' aspect. That means 15,000lbs of weaponry, Mavericks, Rockeyes, LGBs etc. plus a rather large 30mm cannon. Perfect for strafing ground targets like T-80 tanks and the Radio One Roadshow.

The game oozes atmosphere, mainly thanks to nifty digitised screens linking the action together. Even the cockpit is digitised! Your co-pilot offers helpful advice (like "You're really crap, Buck") at appropriate moments and radio messages are continually coming in that are 'context intelligent': ie, the computer monitors what you're doing and adjusts the messages accordingly, telling you you're straying too far off course or cocking up the air support because everybody apart from you is dead, that sort of thing. Add to this the speed at which events occur – even with unlimited ammo and invulnerable A-10, you have to complete most actions within a few seconds to stop your ground forces being blown up – and the sim becomes one of the most atmospheric available.

On the down side is the disk accessing and the fact that there weren't really enough missions to satisfy. But that's where the mission disk comes in.

Tim: You have to have *A-10* to run the *Simulation System Modules* so if you haven't got it, then put your shoes on and nip down the town. (Unless you live in somewhere like Much Wenlock, in which case it'd be pretty pointless.)

There are seven new missions, a couple of which takes place over a different terrain. They're much like the original ones really, only new. *(Mmm. Helpful. Descriptive. Prosaic Ed.)* Well, what I mean is – the gameplay is identical, the targets the same, but the interactive aspects and plot of each one is different. This may sound a bit weak, but as I explained before, it's actually the atmosphere that makes the game.

HASSLE FACTOR: 6
Floppy diskers will tear what little is left of their hair out.

'Crippled Bird' is a classic. Your old buddy Stokes is stranded, tools in hand, at an airstrip that US ground forces have left behind during a retreat. You have to beat back the enemy until he's finished mending his Hog. Nail-biting stuff, as one mistake will mean no rhubarb crumble back at the mess for Stokesie.

The *A-10 Modules* don't improve the game, they just expand it. Unlike the *Falcon Mission Disks*, the graphics haven't been improved, there are no new shapes, nothing. But that said, they're still essential fare for any self-respecting 'Hog Driver'.

WHAT'S WHAT

TITLE	A-10 Tank Killer
PUBLISHER	Dynamix
PRICE	$12.95 + carriage
FORMAT	PC/Amiga
RELEASED	PC Out now Amiga 1991

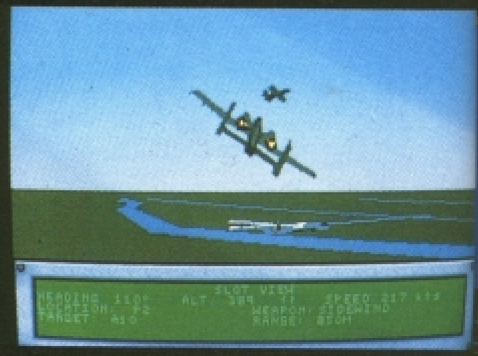
GRAPHICS 85	ADDICTIVENESS 88	OVERALL 84
SOUND 54	EXECUTION 83	

TALLY HO! THS

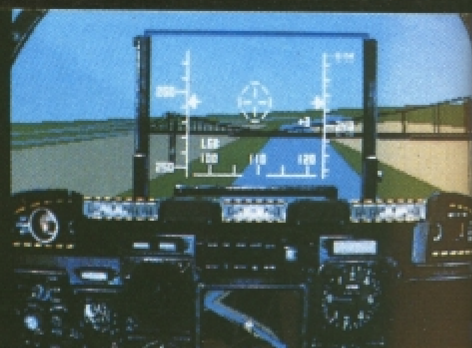
Everyone at ZERO reckons him/herself as a rather ace 'fighter jock' (except for *Paul* who's crap). Here's the first in a series of 'head to



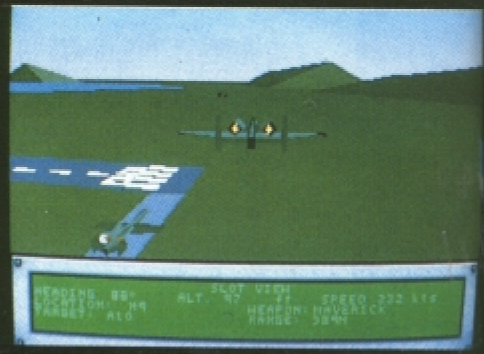
I'll have 12 Mavericks if you please, Mr Ordinance Lieutenant. And make it snappy. My dad doesn't pay my USAF training school fees for shoddy service. Right, where's that cretin MacDonald? Just wait till he sees all my Mavericks – he'll die of envy.



Damn! Stoksie, my 'Wing Mate', is taking out all the ground targets. The creep! I know! I'll sneak up on him, pretend I'm 'watching his six' and then shoot him down and take all the credit for his kills! Stinker MacDonald will never catch up with me now! Bye-bye Stokes – I could say I'll miss you, but you're a bald no-hoper so I really don't give a monkey's.



Right, that's one notched up, even if it was a 'friendly'. Trouble is, there isn't much left to blow up now. Aha! A giant cat's cradle up ahead! *(Presses button.)* Oh dear. It was a bridge vital to the US position. What a shame.



Ah, this looks like my street – I might as well turn left here. Better get rid of that annoying pipsqueak of a co-pilot first though: don't want the blabbermouth telling bottom burp MacDonald what I've been up to. *(Shoots co-pilot.)*

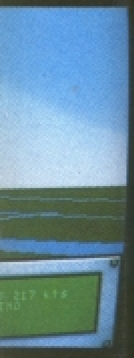
THIS IS WAR, CHUM!

heads'. We'll sort it out once and for all. And the contenders this month are Tim Ponting and Duncan MacDonald. So take it away, lads.





A quick bit of revving up to begin with – switching my afterburner on and off. It's got Tim worried, I'm sure. And hopefully he's spotted my cockpit stickers: "Insured with the Mafia," "Recycled Chipmunk," and "My other cockpit stickers aren't very funny either."





Here we are, up in the air. Ready for the aerobatics bit. Look, there's a funny boat thing without any wings. What's that doing up here? I know, I'll flash my lights at it. And fire a missile at it as well. Which button was it again? Er, flaps, radar. Nope. Er, that one. Eh? My undercarriage has popped out. Oh dear, my nose wheel has blown off.





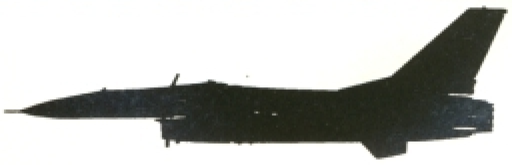
Wo-ho! Just what the doctor ordered. A bridge! Except in my language, "a bridge" translates into "a huge immovable object that can be flown under at 700 mph." Pick the bones out of this one, Ponting!





Right! This seems a particularly dangerous angle of attack. No-one else would pull off a stunt like this. 300 points for sure. Just a couple of little tugs on the stick, and... *(Massive explosion as both Duncan and the wizard kite become at one with the universe.)*

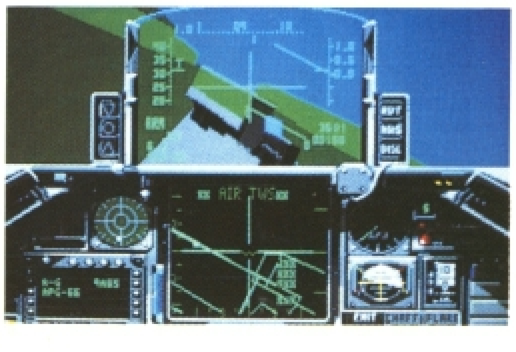
FALCON MISSION DISK II



***Falcon Mission Disk Two* has been in the pipeline for ages and now it's here. *Major Duncan MacDonald (DFC)* dons his silly flying trousers and goes for a spin (literally).**

If you don't already own a copy of *Falcon* then you're obviously not interested in flight sims. So what are you doing reading this then? Er, hang on a minute... maybe you don't already own a copy. Oh dear. Well, if you want to play this game (i.e. the *Mission Disk II*) then I suggest you go and buy the original *Falcon* pretty sharpish – you need the first disk in order to load this one, you see. No *Falcon*, no *Falcon Mission Disk II*. It's a tough old world, isn't it? (Although Mirrorsoft come out of the deal with a smile on their faces and a wad of cash in their back pockets.)

There will always be room for a copy of *Falcon* in my disk drive. It's already quite old now, but it's still the one that everybody tries to better (not, generally speaking, with much success). And then there was the *Mission Disk*. Just when everyone had finished the first lot of missions, there was a whole set of new ones – and a new scenario. But there was one problem – the colour of the ground. In the original Falcon it was light sandy brown. In the *Mission Disk* it was a particularly dark shade of green. They say that green is particularly easy on the eye. Well, this proved everybody wrong on that point. Everything else was just dandy – the new orders, the new enemy planes with their superior approach animation, all the new ground target doofers. Yes, it was almost too good to be true. In fact it *was* too good to be true – because the 'grass' made it about 20 per cent less enjoyable than its predecessor. (Whoever was responsible ought to be sellotaped to Tarby for a month.)



Dunc: Anyway, "*Mission Disk II*," I thought, "there'll be a new colour for the ground – and they'll get it right this time." Yaaaaaarrrrgggghhh!!!! They haven't! It's green again!

Oh well, I've got that off my chest so let's have a peek at the rest of the game. Hmmm, very good actually. Just what I was expecting in fact. The target graphics been tightened up even more (the lorries for instance – lego blocks in Falcon – now *really* look like lorries). The same goes for the buildings and everything. Plus it all seems to have been scaled down slightly to give a better impression of speed at low levels. But as well as this improvement on the ground detail, there are (apart from the obvious twelve new missions) three new types of enemy aircraft, and even, wait for it, a helicopter! Yahoo. Oh and there are a couple of new weapons too. This is what we want to see.

HASSLE FACTOR: 1
The same hassle as always – a long loading time. Apart from that, no worries.

Essentially (ignoring for the moment the colour of the ground) *Mission Disk Two* is to *Mission Disk One* what *Mission Disk One* was to the original *Falcon*. That's another way of saying that it's an essential purchase for the die-hard *Falcon* fanatic. (Mind you, I don't suppose the die-hard *Falcon* fanatic would give a toss what I said – he'd go out and buy the disk regardless.) Yes, it has to be said – Spectrum HoloByte/Mirrorsoft pull it off again. Buy this game and it'll give you something to do until the ST and Amiga versions of *Flight Of The Intruder* come out. I am, however, removing five marks for the horrible green. (It would have been more, but I'm in quite a good mood.) STOP

GRAPHICS	90	ADDICTIVENESS	90	OVERALL 85
SOUND	80	EXECUTION	85	

WHAT'S WHAT

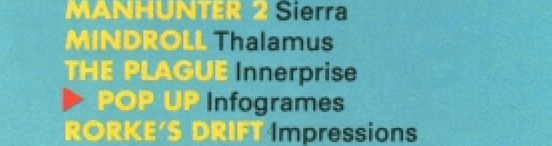
TITLE	Falcon Mission Disk II
PUBLISHER	Spectrum HoloByte/ Mirrorsoft
PRICE	£19.99
FORMAT	ST/Amiga/PC
RELEASED	August

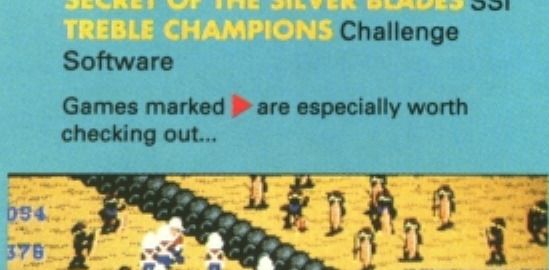
A QUESTION OF SHORTS

Paper doesn't just grow on trees so we haven't the space to review everything. Here's a list of the ones that got away, either because they were too late, too crap or too difficult to open.

ALL TIME FAVOURITES Accolade
▶ CHESS CHAMPION 2150 CP
CIRCUITS EDGE Infocom/Activision
▶ COLOSSUS CHESS X CDS
FRANK BRUNO BOXING Encore
▶ IMPERIUM Electronic Arts
KINGS QUEST IV Sierra
MANHUNTER 2 Sierra
MINDROLL Thalamus
THE PLAGUE Innerprise
▶ POP UP Infogrames
RORKE'S DRIFT Impressions
SECRET OF THE SILVER BLADES SSI
TREBLE CHAMPIONS Challenge Software

Games marked ▶ are especially worth checking out...


RORKE'S DRIFT



IMPERIUM

TURN IT

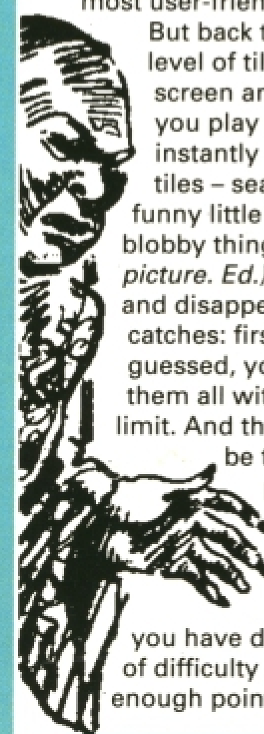


Amaya Lopez likes her vegetables long and pointy so when Tim asked her to review _Turnip_ she jumped at the chance. Sadly, however, she'd been sorely deluded because _Turn It_ (hem) is actually about doing things with flat, decorative tiles and is the latest offering from German company Kingsoft.



AMIGA

Amaya: Based on the ancient Chinese game of Mah Jong, the concept of *Turn It* is wonderfully simple. You choose whether to play in one or two player mode and your level of difficulty. Then, by clicking on the right-hand mouse button, the tiles lay themselves out before you can say 'Won Ton Soup'. Yes, you heard right, I'm afraid – the game is mouse-controlled and hamper- by the fact that Amigan mice aren't the most user-friendly of creatures.



But back to the game. The first level of tiles fills up the whole screen and its size decreases as you play through. Click on the instantly recognizable pairs of tiles – seasons, flowers, faces, funny little blue whirly bits, yellow blobby things (*I think we get the picture. Ed.*) – and they'll flip over and disappear. But there are a few catches: firstly, in case you hadn't guessed, you have to um... 'turn' them all within a specific time limit. And the two stones can only be turned if there's a clear path connecting them, which may only change its direction twice in a 90 degree angle.

The amount of time you have depends upon the level of difficulty chosen but if you score enough points to enter the high score list on an 'easy' level, you're duly chastised and 400 points will be subtracted from your result. That'll teach you! Should you fail to turn the tiles in time (a familiar occurrence, particularly if you're colour blind) a menacing blue Bhudda appears to halt you in your tracks. But you *are* given three chances on each level and, should you happen to be a demon at Chinese puzzle games and obtain a password, this will give you access to that particular level. Conquering the first level is a moderately easy feat and armed with foolish self-assurance you proceed to the following frustrating levels. But steady on, how many levels does it say in the manual? 50!!! Aaaarghh!

HASSLE FACTOR: 3
Mouse and manual hassle you could do without.

Ah. The manual. It's not very clear. It tells you, for example, that turning stones like 'diamonds' will give you an extra 10 seconds of time and that others like 'skulls' will lose you points. The trouble is that unless you're a Mah Jong wizard, it's not obvious which tiles are which and you have to learn in tedious 'trial and error' fashion. The graphics are colourful and there's a neat little touch when you successfully turn two stones – little Buddhas' heads pop up to mark out

WHAT'S WHAT

TITLE	Turn it
PUBLISHER	Kingsoft
PRICE	£19.95
FORMAT	Amiga
RELEASED	Late July



IT

Hmm, that doesn't look much like the matching one. And I thought all those re-runs of *The Water Margin* would come in handy one day...



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the path before you. Sound consists of irritating clonking noises each time you score – enough to make *you* have a turn (ho ho) – with the effect of egging you on, albeit somewhat stressfully.

If any of you are familiar with the classic game *Shanghai* – this is it... well, sort of. Except the tiles aren't stacked in *Turn It* and the levels of difficulty are progressive not random. All in all, if puzzling, frustrating games with that 'one more go' factor like *Tetris* and *Klax* are your bag, you'll love *Turn It*. But if you have the patience of a Triad in an abattoir, forget it.

THE VERDICT

G	GRAPHICS	75
S	SOUND	71
A	ADDICTIVENESS	83
E	EXECUTION	80

• 20 • 40 • 60 • 80 • 100

If your name happens to be Job, or you have a penchant for patience-type games, this could be the one for you...

81

COMBAT ZONE

Um, er... quick, yes, attack down the right hand side, erm, whoops 'flank' and shoot, um, sorry, 'take out' the enemy bunker! Or is it a foxhole? Ahem! *David Wilson* gets a strategic feeling in his midriff.

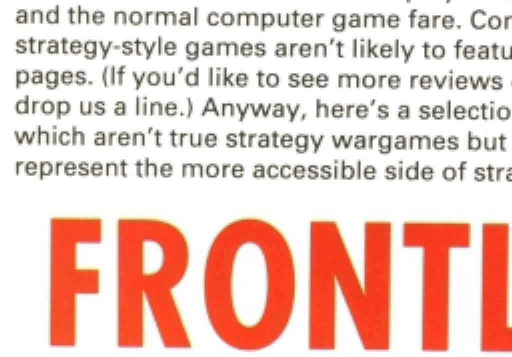
Strategy games players are a breed apart – a bit like adventurers, really. By and large, there probably isn't much cross-over between players of true strategy games and the normal computer game fare. Consequently some strategy-style games aren't likely to feature in the usual review pages. (If you'd like to see more reviews of strategy games, drop us a line.) Anyway, here's a selection of recent games which aren't true strategy wargames but subsequently represent the more accessible side of strategy gaming.

FRONTLINE

CCS/ST only/£24.95/Out now

Of all the games here, *Frontline* is the closest to a traditional board wargame. Written specifically for the ST by Alan Lenton, it comprises six scenarios drawn from World War II and features units of between five and ten men (a 'squad level' game).

Each mission has a large colourful 'map' (where you can switch off the grid overlay!) and on this are your unit 'counters'. Allocate leaders and 'special weapons' to units and then the game begins. One side moves and/or fires, then the opponent follows suit. Combat is resolved by the computer, with you 'throwing' on-screen dice. There's an option to see the calculation of combat which takes into account your fire-power, leadership and cover provided by terrain before adding your 'die roll'. There's also hand to hand combat, morale checks and off board artillery.

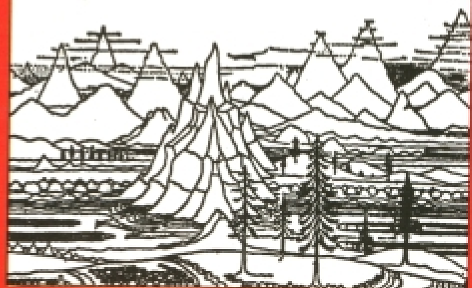


Frontline is a dependable CCS product. It's enjoyable but limited in size and lacks the complexity of true strategy wargames. As a result it's more accessible, but falls down in having no two player option.

GRAPHICS 76	ADDICTIVENESS 75
SOUND 60	EXECUTION 78
OVERALL 76	

A CONCISE HISTORY OF WARGAMING

At the turn of the century, the novelist H G Wells wrote a book extolling the merits of re-enacting battles with two players using armies of lead soldiers. Each would take it in turns to hurl small stone pencils or horticultural ornaments at each other's force and the last player to have troops left standing was declared the winner. The rules gradually became more sophisticated to encompass all aspects of warfare: morale, movement, different terrain, cover, ammunitio garden gnomes. Al periods were catered for, as were all arenas (land, se and air) and different scales, from man to man (Skirmish Wargaming) huge armies.



A later event (riding on the popularity of books like *Lord Of The Rings*) was the introduction of fantasy and science fiction gaming, most notably *Dungeons And Dragons*. Some wargamers had now dispensed with to soldiers, choosing instead board wargames, involving enormous maps and two million pieces. Although popular, these took several weeks to complete and require a degree in Pure Mathematics. Consequently, opponents were hard to find. Furthermore, if you left an unfinished game, your cat would usually jump on the 'board' and scatter the German Sixth Army quicker than you could say 'six thousand cheap day returns to Stalingrad, bitte'. About this time computers were introduced.



THE PROS

1. You don't lose any of the pieces.
2. It avoids arguments arising over the crucial roll where a die miraculously lands on its edge.
3. Armies and explosions can be animated.
4. There's no difficulty whatsoever in finding opponents willing to play the Italians in a tank battle, for example.
5. You don't have to buy thousands of metal soldiers and paint them.
6. You don't have to spend hours and hours calculating combat with massive tables and trillions of modifying factors.

THE CONS

1. You don't have to buy thousands of metal soldiers and paint them.
2. You don't have to spend hours and hours calculating combat with massive tables and trillions of modifying factors.
3. *(I think we've got the idea. Ed.)*





The *Centurion* chariot race: I'm sure it was never *this* hairy for Charlton Heston.

CENTURION
DEFENDER OF ROME

Electronic Arts/PC/£24.99/Out now

This is a new game from EA, set in ancient Rome. You start off as the humble Centurion and your objective is to attain the title of Caesar. The game largely takes place on a map of Europe, divided into country or sea units. You can move a 'piece' one of these divisions per turn. You expand your empire, conquering countries, whilst raising funds to sponsor your conquests and keep the peoples of your empire happy. This can be done by not levying too high a rate of tax (or tribute) and by entertaining them with a gladiator or chariot show! (You control participants in these events.)



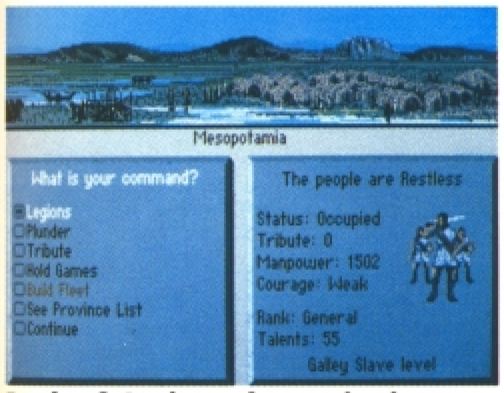
Enter a country and you'll initiate a dialogue screen. Use the diplomacy, friendly or aggressive options but you'll usually just have to go to war. Here the fun starts as the tiny armies are drawn up on the battlefield screen.



Ah, time to address the many peoples of my expanding empire. Hmm... I know, I'll use one of those handy school Latin phrases: "Caecilius in horto est." (Caecilius is in the erm... garden.")

Select a formation and then a tactic to enable the computer to move the combatants. You can interrupt to alter units' movements or to instruct the legion to 'mêlée' (go completely mental) but your control is limited. In sea battles however, the fortunes of the entire fleet depend upon your performance alone as you fight it out with the enemy flagship. As your empire grows and countries have been occupied for a while, their situation changes from 'Occupied' through 'Colony' up to 'Ally'. The people themselves have various dispositions from 'Content' to 'Rebellious', dictated by your treatment of them. Ultimately, you can conquer the entire map but you won't progress to Caesar unless your empire is reasonably harmonious.

Centurion is an enjoyable game. It's not very complex (the difficulty levels don't increase game depth but instead make opponents harder to beat) and it veers away from a 'normal' wargame with the gladiator and chariot arcade sections. The battle sequences (reminiscent of the underrated *North And South*) look very good but your control is limited. I would have liked more interaction. All those elephants and warriors and all you can do is sit back and watch...



Restless? A trip to the vomitorium will soon sort them out.

GRAPHICS 78 ADDICTIVENESS 80
SOUND 60 EXECUTION 78
OVERALL 80

BREACH 2

Omnitrend/Impressions/ST and PC/ £24.99/Out now

Set in the future, *Breach 2* is erm... the sequel to *Breach 1*. By all accounts, the first game was a bit of a duffer. Well, don't let that put you off: *Breach 2* is much improved over its predecessor and – gasp – over *Laser Squad* too in many respects! Unlike these two, the viewpoint is overhead-three-quarters-on, so instead of heads and shoulders *(I didn't know you had dandruff. Ed.)* you see full figures.

Basically, *Breach 2* puts you in command of a squad of future commandos as they embark on numerous missions



I don't care how many commandos you're in charge of but if you don't get a roof soon, I'm going home to mother.

against humanoid alien(?) hordes. You start scenarios in your ship, where you move your troops around individually, the leader picking up extra equipment. From here you can walk out – if the ship has landed – or beam down to the planet's surface. You move each of your troops and then the computer moves the enemy. Each soldier has a certain number of movement points which he can expend by moving (different terrains cost more points), firing, or using items (medikits etc).

There are loads of different scenarios with various difficulty levels. It's all mouse-driven with you dropping and using items and dragging lines from men to control movement. The play area is small but equates to your field of vision. You *can* call up a map but frankly I found it indecipherable. However, the game is action-packed and enjoyable. Not a true strategy game but containing strategy elements. If you're sick of mindless shoot 'em ups, try *Breach 2* for size. STOP

GRAPHICS 78 ADDICTIVENESS 88
SOUND 78 EXECUTION 88
OVERALL 88

KHALAAN

Ever since he misread an Ann Summers catalogue, *Paul Lakin* has always wanted to be an Eastern potentate. Fortunately *Khalaan* has very little to do with sexual prowess (cough), so we sent him along to take a closer look...





Not so much a glorious army as a remarkably tall one. Must be something to do with all those Turkish delights. (Oo-er)

The problem with power is that a little is never enough. Make a man a Lord and he wants to be king. Make a man a Caliph and he wants to be *the* Caliph. The first obstacle between you and the title of Great Caliph are three rival (little?) Caliphs. However, these Caliphs are like candyfloss compared with the Intruder who is out to juice up everyone in sight. If you're not prepared for him when he turns up then you're likely to be caught with your trousers down.

To keep them up, you'll need not only a stout belt but all the economic, military and diplomatic skills you can lay your hands on. *Khalaan* presents you with the sort of logistic problems that would make the current Middle Eastern situation look like a picnic with Aunt Jemima (before her unfortunate accident that is).

Scheming your way to the top ultimately depends on your ability to raise armies and then use them to dominate the cities and fortresses in your Caliphate. The size of your armies depends on the size of your sleevies... sorry, couldn't resist it... actually it depends on the availability of money and supplies. No supplies means no storming of castles.

To storm a castle you first have to use a bit of bow 'n' arrow on the defenders as they rush out of their gates. If you can outshoot them then it's into the castle for a bit of cut 'n' thrust. If you find that all this joystick waggling is not for you then you can switch the combat mode to automatic and let the computer do it for you.

As your empire spreads, so do the the options open to you. A game might start simply with the raising of a couple of small armies. However, before you know where you are, the first army has deserted and the second is haggling with a camel trader in a nearby city. Not many moons later, you may have burgled a rival Caliphate, raised another army, besieged a fortress and watched the pride of your armed forces sink to the bottom in a fierce naval encounter... and the game's barely started yet.



Lovely boat, let's sink it.

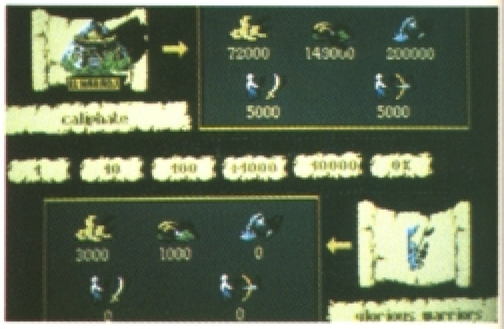
WHAT'S WHAT

TITLE	Khalaan
PUBLISHER	Rainbow Arts
PRICE	£24.99
FORMAT	ST/Amiga/PC
RELEASED	Out now

AMIGA

Paul: Some games take about twenty seconds to get the measure of; you can have them played, reviewed and screen-shot in less time than it takes to get bored with Wimbledon. Other games take a little longer. I've been playing *Khalaan* pretty well non stop for three or four days now and still don't really feel I've fully done it justice.

Hailing from the *Joan Of Arc* team, *Khalaan* is a testing strategy game but there's more to it than that. There's enough joystick waggling to satisfy most action buffs and some really attractive digitised screens. The screens have something of a *Lost Patrol* feel to them but since no one's seen that yet it's a fairly pointless comparison.



Glorious armies certainly don't come cheap these days.

All the action, from supplying armies to embarking camel trains on ships, is done by fairly simple icon-clicking. Occasionally you'll find that you have to click on an icon more than a few times to get it to respond and some of the scrolling is less than perfect but this has little effect on the gameplay. The depth is so great that even a confirmed old shoot 'em up fan like me soon switched off the combat sequences because they distracted from the main action. Before long my Caliphate was a mass of camel trains, armies and footloose assassins. Not long after that the office was a mass of empty boxes and spilt coffee as I searched for a formatted disk to save the game. *Khalaan* is certainly not the sort of game which can be polished off in one sesh.

HASSLE FACTOR 4:
Only two disks but quite a lot of swopping and accessing.

An engrossing adventure that's actually fun to play, *Khalaan* is by no means a flawless strategy game but it is one of the few I've been drawn back to for a second helping. STOP

GRAPHICS	88	ADDICTIVENESS	87	OVERALL 87
SOUND	84	EXECUTION	82	


NEC





RAINBOW PRIZELAND



RIDE OFF WITH... AN ATARI LYNX 20 COPIES OF X-OUT

To celebrate the launch of their exotic adventure *Khalaan* Rainbow Arts are offering an exotic (and rather elusive) Atari Lynx hand held console worth £179. For runners-up there are 20 copies of that classic ZERO HEROED shoot 'em up *X-Out*. (ST and Amiga only – soz.)

CATACLYSM

Apart from being a rather nifty hand-held console, the Lynx is also a rather exotic animal. Now let's face it, being able to identify a Lynx is not going to make you a hit at parties. However in the weird and exotic world of *Khalaan*, any self-respecting Caliph must be able to tell his camel from his dromedary. Therefore, as a quick pre-*Khalaan* refresher exercise, read the following camel facts and try to identify the impostor. Write the number of the false fact on the form (Arabic script only) and send it to **One Hump Or Two, ZERO Compos, PO Box 1509, Enfield, EN1 1LQ.**





CAMEL STORIES

1. **To protect their eyes from the sand, camels have long eyelashes and more than their fair share of eyelids.**
2. **The camel's digestive system is somewhat unusual in that its stomach has three chambers.**
3. **Boiled camel humps are a rare and expensive delicacy in the Scilly Isles.**
4. **The sort of camels you see in *Lawrence Of Arabia* etc. aren't camels at all, they're dromedaries 'cos they've only got one hump.**
5. **Because of widespread disease among the Middle Eastern herds, camel sperm has to be imported from Western Australia.**

CAMEL COUPON



You won't give me the hump 'cos I know that the false fact is number ☐

Name ____________________

Address ____________________

____________________ **Post Code** ____________________

I own an ST ☐ Amiga ☐ A complete set of Esso World Cup Coins. ☐

CAMEL RULES

- Employees of Dennis Publishing or Rainbow Arts caught entering will be dropped in the desert with one carton of strawberry milkshake.
- All entries received after 31 August 1990 will be used as Camel litter.
- The Editor's decision is final. No spitting.

T

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CRYSTAL TIPS*

***AND ALISTAIR**



"I say Derek old bean, you couldn't give me a hand with this game, could you?"

The tall youth glared balefully at the cheeky member of the Upper Third. "You're not borrowing my copy of ZERO again..."

TREASURE

***Treasure Trap* is a wee bit on the tricky side. This, of course, is no problem for normal people. If, however, you habitually eat quiche and drink warm milk, then you may be relieved that *Diarmid Clarke* of Electronic Zoo is on hand to help...**



This is the central part of the map. You'll need to plan a route carefully to get 350 bars of gold...

DEEP SEA DIVING FOR BEGINNERS

There's no set route to follow in *Treasure Trap*. You must, however, collect 350 gold bars before you'll be allowed to enter the final room. But careful planning and use of the map will make life far easier.

First collect the gold from the rooms in the vicinity of the starting cabin. This will allow you to gather 50 gold bars quickly and save the game's position. From here, choose your route carefully. It won't stop you finishing the game *wherever* you go next, but if you're not being systematic and leave uncompleted cabins all around, then the last 50 or so bars of gold will be very hard to collect.

The most important thing to master in *Treasure Trap* is how to use the keys properly. They have three main uses. Number one is obvious: they open locked doors. Keys can always be found in the same place on the map, as can the doors. It's also very rare for a key to open doors in more than one room. For instance, the round key in the starting room will only be of use in that room.

The second use of keys is to stand on them, very useful indeed when that little bit of extra height is needed. It's also possible to pick up a key you're standing on and jump simultaneously, which enables you to reach that high exit and still have your keys with you.

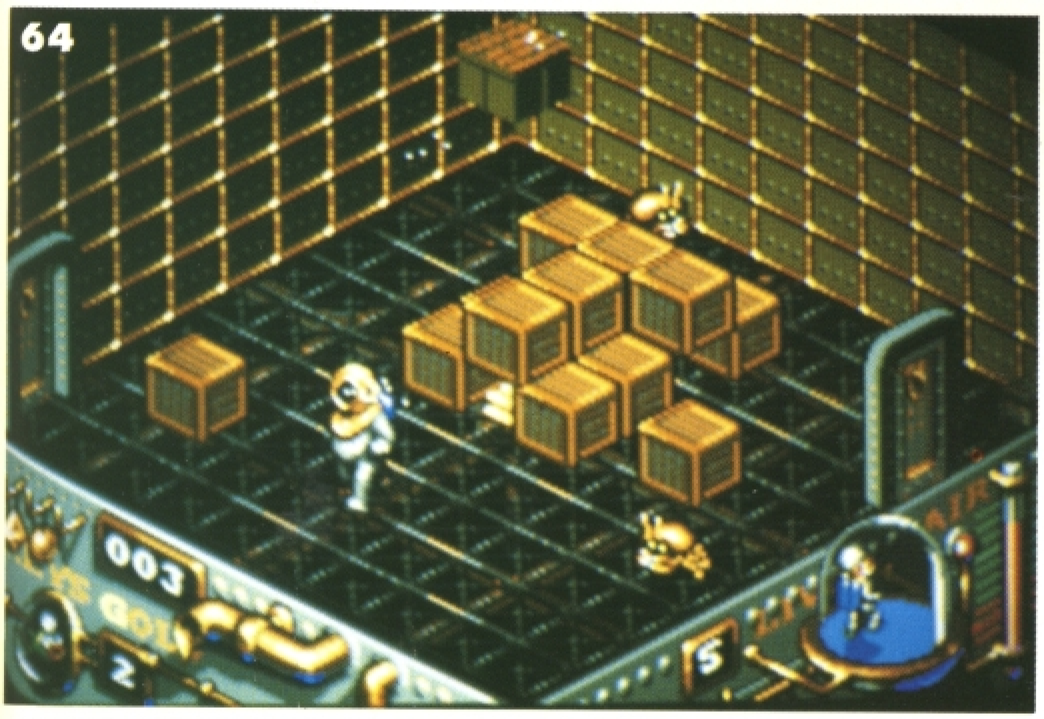
Key function number 3 is the most important for actually solving puzzles. Keys, once dropped, will deflect the denizens of the deep from their normal courses. Also, if you enter a room and see a trap being set, you can drop your key and exit the room. When you re-enter it, the trap will have been reset. If you left your key in the right place it's possible to have blocked off the creatures setting up the trap. If you got it wrong, reposition the key, go out and come back in again.

IMPORTANT NOTE

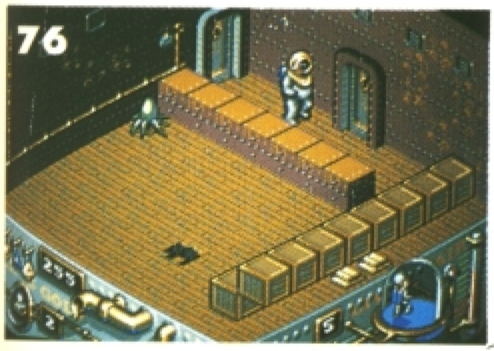
One... erm, important note: you don't actually need the Smartfish to complete any room, so don't begin to rely on them as in the later rooms they won't work anyway. They're of more use in rooms where you don't feel confident you can dodge the aquatic enemies rather than using them to solve the puzzles.

TRAP TIPS

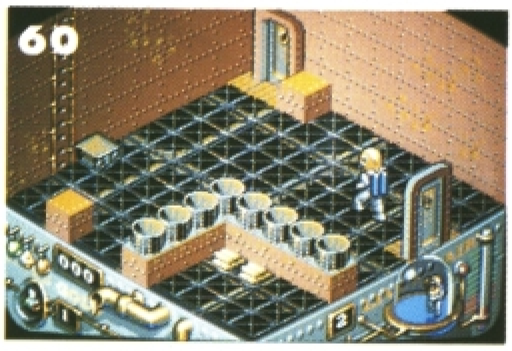
THE MICHELIN GUIDE TO THE TRICKIEST ROOMS IN TREASURE TRAP



ROOM 64: On this screen you have two crabs, two pushable boxes and lots of hidden gold. First, collect the 5 gold bars you can see, then jump onto the moving platform and you should get the 5 gold bars hidden in the top of the screen. Thirdly, push the right hand crate against the right hand wall and then up, until it's next to the wall. This will send a crab through the 'T' of crates and push some more gold out. The final stage is to push the left hand crate to the right so that any crab hitting it will go underneath the crates, pushing a hidden block of gold into the cross of the 'T'. To ensure this happens, you must move the right crate down the right wall so a crab will hit it and go towards the left crate. Once the crab has gone up the trunk of the 'T', push the right hand crate back up along the wall to the door and as before, a crab will go from right to left and push your gold out. *(Berlimey! Ed.)*



ROOM 76: This room is a good example of how to use a key. When you enter, all you can see is an octopus and some gold under the crates. As an octopus always turns right, drop a key at the bottom of the screen just to the left of the column of crates. If you have left enough space between the crate and key, the octopus will go into the space, turn right, hit the key and turn right again and go back the way he came. At the top of the screen he'll go right again, to the top right, then right again down the screen to push your gold out.



ROOM 60: In this room you find your gold surrounded by a seemingly impenetrable wall, your only help being a moving trolley. Smartfish won't help here but the solution is easy – simply stand in the bottom left corner of the screen. The trolley should hit you and go right, pushing blocks to go under the blockade, and then will turn round and push the gold out through another hole.

ROOM 63: As soon as you enter this room, you see an anemone push your gold down a hole, where it's promptly covered by another anemone. You may of course solve this room by using a Smartfish but the true solution is this:



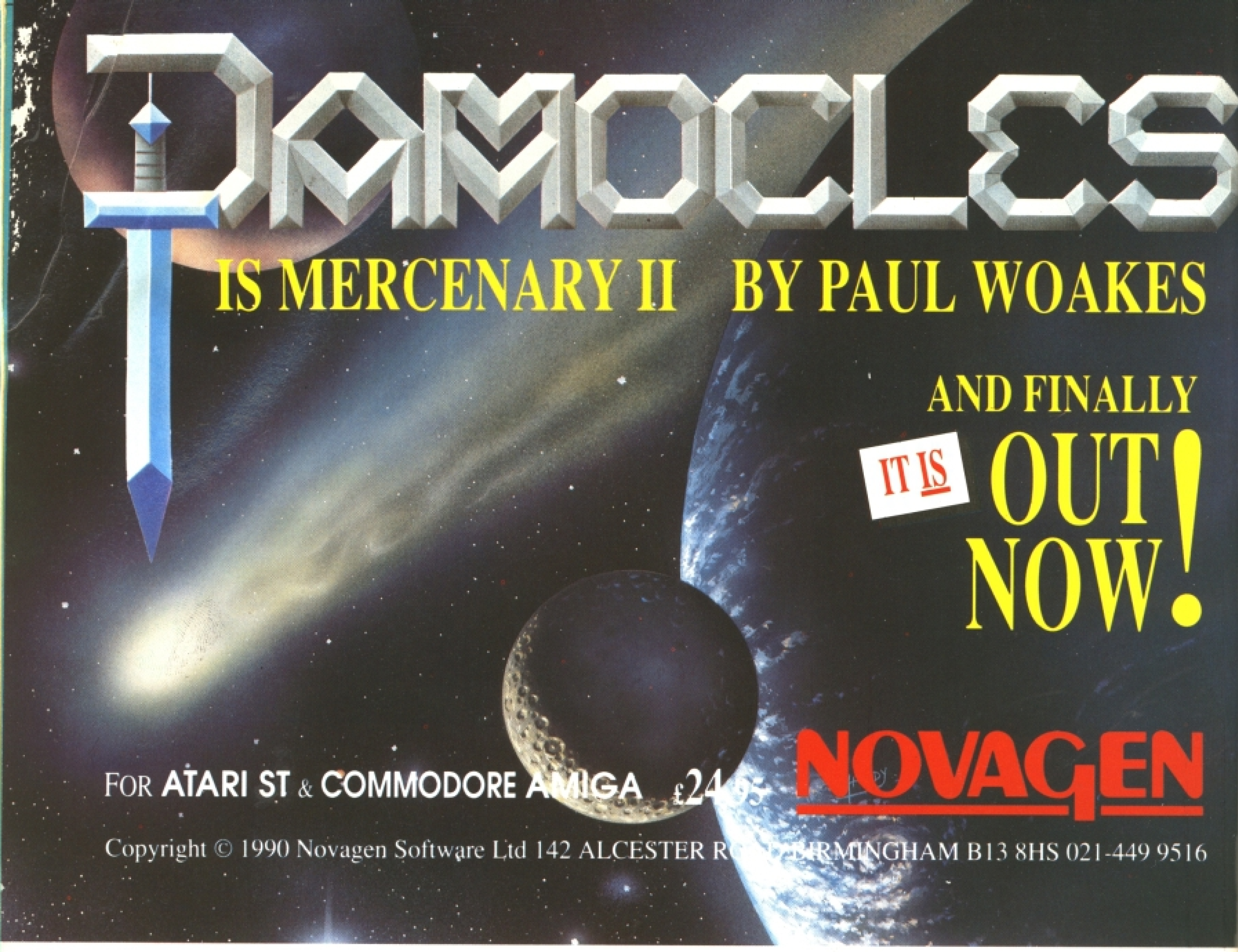
After entering the room, go to the top wall and jump onto the line of crates there. Being careful of the moving anemone, drop a key on the bottom edge of crates so the anemone bumps into it and has to change direction. Now leave and re-enter the room. If the key has been correctly dropped, the moving anemone will not be able to get past your key and you can get the gold. Hurrah! By the way, the stingray is really a red herring. Ho-ho.



ROOM 37: A simple looking room – but on second viewing, there's a little more to it. First push the drum so that the crab hits it and walks into the tower of crates, pushing the bottom crate out. The gold will now almost be in reach. To get it, push the drum as close as possible to the tower of crates and jump on the oil drum. You must now drop a key on the drum and jump onto the key. This will now give you enough height to jump up and reach the gold.

ANOTHER IMPORTANT NOTE

Room 50 is the final room. Once you have collected 350 bars of gold, come to this room to complete the game. If you enter it before you've collected all the gold from the other rooms then it'll be guarded by a impassable barrier.





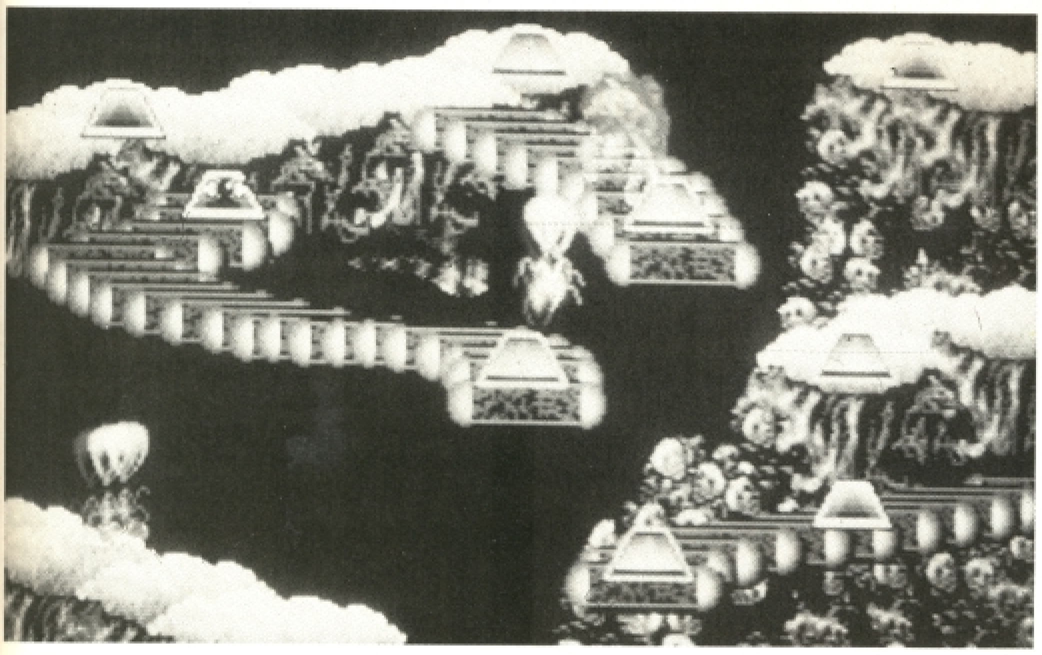
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KNIGHTS OF THE CRYSTALLION

Spig Of The Whastes Of Elfinbuttock (erm... well, programmer *Bill Williams* actually) is here to help shandymen off the ground in US Gold's eerily atmospheric game reviewed back in April...



Navigating your way through the Tsimit can be pretty confusing, so here's a guide to get you through the first two Veils.

VEIL ONE

1) **Exit right**
2) **Enter cave**
3) **Right at branch. If GAP, go to detour a)**
4) **Right edge of screen**
5) **Upper path to left**
6) **Top of screen**
7) **Left off bottom**
8) **Walk left to intersection, follow path to the right**
9) **Y with slide to bottom**
10) **Go left**
11) **First path up**
12) **Walk off screen to right**
13) **Walk off bottom**
14) **Walk out bottom**
15) **Path off right**
16) **Right edge**
17) **Off screen to right on same path.**

This is the little detour bit which you may have to take at **3)**

a) **Go back to cave**
b) **Off right edge**
c) **Off right edge**
d) **First intersection take left path down; next intersection, short cave (on left and up)**
e) **Right hook (oof!)**
f) **Leave upper corner left**
g) **Go to 9.**

Well now, wasn't that easy? Now wrap your laughing gear around the Second Veil where things begin to get a little bit complicated...

VEIL TWO

1) **Off screen right**
2) **Walk past slide, take path off top right**
3) **Diagonally go up, exit right**
4) **Walk right, slide down**
5) **Third path, count from left**
6) **Bottom of pipe room**

Now the course splits into two. Take yer pick.

ROUTE 1

a) **Off screen right**
b) **Off screen left bottom**
c) **Identical room – take intersection, exit top right**
d) **Exit bottom**
e) **Exit lower right path**
f) **If GAP, go to 7)**
g) **Take slide down**
h) **Exit right**

ROUTE 2

a) **Off screen left**
b) **Exit lower left**
c) **Midpath, if GAP go to 7)**

And back on the main path again...

7) **Midpath, exit left**
8) **Exit top screen**
9) **Exit bottom right**
10) **Only one path**
11) **Exit screen right**
12) **Exit upper right**
13) **Exit right**

If you're having trouble getting through the higher Veils, then you could (clears throat) try, erm, cheating. Put the mouse pointer in the upper right hand corner of the screen and press both buttons. You drinker of watered down root beer, you.

OO-ER, I THINK THE CRYSTALLION'S TRYING TO TELL ME SOMETHING

"To win at the highest level of Bosu, you must use misdirection. Let your opponent count on a crucial ray until your very last stone and then take it away from him."

"75% medium quality, 25% high quality is a good balance."

"If you develop the ability to teleport, you may enter the Tsimit without paying the Keepers."

"Watch out for the twins... watch out... watch..."

"Anyway, there was Catherine the Great in bed, right, and... erm, sorry..."

"CRYSTAL TIPS GIVES YOU MORE"
BRYAN ROBSON

Yes, it's true. *(Even the bit about Bryan Robson? Ed.)* Crystal Tips is accepted in more outlets than certain other Hints sections we could mention. If you get your cheats or tips printed here, you could walk off with a piece of smash software courtesy of a top publishing house. This month Ocean have kindly agreed to cough up a few games for all you tippers out there. So there's no excuse. Send them in to us, you know it makes sense.

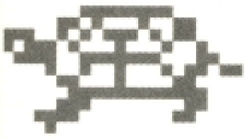


TELEPATHY AND OTHER MYSTIC TIPS

It pays to maximise your telepathic talents, so you need to master Deketa. Play enough games and you'll get teleportation ability which comes in rather handy...

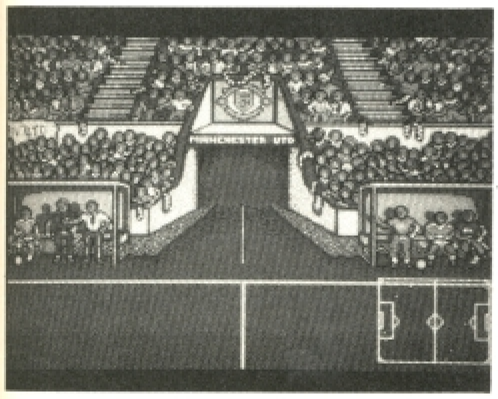
As if this weren't enough, here are some tips to make the most out of the guidance given to you by the Crystallion in the Haresh. When he appears, he's telling you that you probably need to donate more to the Tsimit. The accuracy of this advice improves with your telepathic ability. If this is low, he'll tell you to donate more than you strictly have to.

The flashing rate tells you how close you are to satisfying the keepers. If the Crystallion flashes rarely, you're pretty much there. Try leaving the number without bumping it up to where he disappears completely. If he's flashing vigorously, then you probably need to fork out a bit more.



GUTLESS GULLY

And lo! He entered unto the Gully of Gutless creatures (who hadn't got much in the way of spines either) in search of Crystal Tips off a geezer called Gerald. Or was it Alistair?



MANCHESTER UTD

A nifty way to nobble the opposition at crucial moments comes courtesy of **Simon Williams**. Press the left mouse button whilst playing a match and the opposition player highlighted with arrows will freeze – rather like Man United on cup day in fact...

TOWER OF BABEL

This rather puzzling game reviewed back in issue 3 is a bit of a toughie. Luckily for you lot, **John Pressly** has a wee tip up his sleeve. When you're collecting klondikes, turn the grabber to face the klondike and programme it thus: Fire, >, >, >, >, fire. Instead of just collecting one, the game will register that you've picked up two klondikes. This, as John so astutely points out, "makes advancing through later levels considerably easier!"

LEISURE SUIT LARRY I AND III

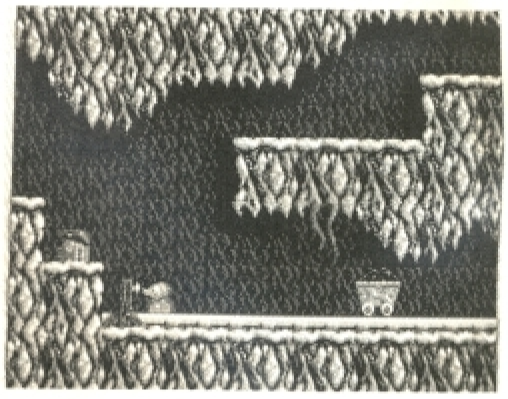
PC cheats? Never! No, really? Here are a couple from **Remko Heerings** from Holland, who obviously hasn't found out that Belgium is going to explode at any moment.

In *Larry I*, press ALT-D and type "tp". The computer will ask for a room number. Enter any number between 1 and 45 (except 5, 7, 18, 26, 27, 28, 29, 30 and 39) and see what happens. And check out 19...

For *Larry III*, when you're asked your age, enter "over 25". No probs. But then when the five questions appear to verify your answer, press CTRL-ALT-X and you can choose the filth level you want to play in. Great, eh?

DRAKKHEN

Never fear, **James Christie** is erm, somewhere, and suggests you try the following: load the character disk, select a gender, for the name type in 31415927 <RETURN> SUPERVISOR <RETURN> then the character's name. Proceed as normal.



This way the characters get stats of up to 22.

Now during the game, F10 pauses and replenishes hit and magic points and F9 shows something in French (weird no doubt). If you take the pointer to the bottom of the display and press the right hand mouse button once, a screen appears. Left click on the word of your choice. The first column is locations, the second numbers, the others abbreviated monsters' names.

Finally, to change to a random new level, hold down F9, press right mouse button at the very bottom as before, release F9, press F8 and right click. For this rather splendid cheat, James will be getting something really rather nice from Ocean.

IMPOSSAMOLE

On the hi-score table, use these names and just see what happens... LUMBAJAK, HEINZ, ANNFRANK, OOCHOUCH, COMMANDO. Thanks to hundreds of people for that, including **The Masked Hackers, Steve Brown** and **Tony Bones...**

NINJA SPIRITS

Mark Cooper is invulnerable when he presses F9 to pause and left shift to restart. Good grief, what a co-incidence, so are **Clarke Duncan** and **R. Parkhouse!**

KELLY'S HEROES



Shandymen of the world unite! This is the part where you come out from under a stone and admit you're really a little bit crap...

People in distress this month include **Martin Fowler**, who's having problems with the cheats for *Super Cars* printed in our *Cheater's Digest*. "Can you tell me how to get the half a million credit on *Super Cars*, because 'RICH' doesn't give it to you." It's because 'RICH' only works on the Amiga version. For the ST, enter your name as 'POOR' for the same effect.

Loads of peeps are experiencing intense frustration with Ocean's *Rainbow Islands*. "Me old mates, me old china, please, please can I have a cheat (infinite lives or something)," begs **Robert Smith** of, um, The Cure. (He doesn't actually mention the band but then he wouldn't, would he?) Try this anyway: Choose three credits, hold down the keys 'QWERTY' and then press the joystick button all together. When the game loads, you'll have infy lives. Thanks to Amigaster Mihir Vakil for that one who adds, "this is a case when having three hands is useful." Quite.

Finally, we have the ultimate shandy drinker's surgical truss: the phone-in tips line. This is especially for all the woofters out there still stuck on *Treasure Island Dizzy* (pah!) every single one of whom seems to have written to ZERO. Among others, **Dean Clark** writes: "*Treasure Island Dizzy* is giving me mega hassle. What use is the pogo stick and how do you get the fire-proof jacket for the torches? P.S. I drink root beer not shandy!" Well, don't you worry sleepless nights are over. Ring (0898) 555092 at the usual Telecom rip-off rates (38p/25p per minute) and listen to your heart's content to the complete solution...

IMPROVE YOUR HEX LIFE!

As he writes *Jon North's* in the middle of sitting his A-levels and should be hard at it... revising. But has it stopped him hacking games? Erm... well no, actually.

OPPO THUNDERBOLT (ST)

This routine by someone called **Mr Frizbee** of **Manchester** is nice and short, so it shouldn't take you too long to slap into your machine. It gives you infy strength. By the way, Amiga owners, there was a hack for this on the Amiga in issue 3 – so get a back issue!

```
10 REM Operation Thunderbolt by Mr Frizbee
20 T=0:OPTION BASE 1:DIM A%(1024):CHEAT=VARPTR(A%(1))
30 DEF SEG=0:REM Remove this line if using new basic
40 FOR X=0 TO 85 STEP 2
50 READ B$:B=VAL("&H"+B$):POKE CHEAT+X,B:T=T+B
60 NEXT X
70 IF T<>&H000B9409 THEN PRINT "ERROR":STOP
80 CALL CHEAT
90 DATA 42A7,3F3C,0020,4E41,2878,04C6,3EBC,0001
100 DATA 2F0C,2F3C,0004,0002,4E4D,4FF9,0008,0000
110 DATA 41FA,001E,3418,3018,721F,C240,EA48,D040
120 DATA 43F4,0000,32D8,51C9,FFFC,51CA,FFEA,4ED4
130 DATA 0000,0D66,33FC,4A69,0000,BDCE,4278,8260
140 DATA 4E75,0000,0000
```

FIRE (ST)

This routine should have gone in last month's column (*Quit slacking or you're out! Ed.*) but it took a looooooong time to crack. Anyway, I've done it now and it gives infy shields.

```
10 REM Fire by Jon North
20 T=0:OPTION BASE 1:DIM A%(1024):CHEAT=VARPTR(A%(1))
30 DEF SEG=0:REM Remove this line if using new basic
40 FOR X=0 TO 251 STEP 2
50 READ B$:B=VAL("&H"+B$):POKE CHEAT+X,B:T=T+B
60 NEXT X
70 IF T<>&H001DDD8D THEN PRINT "ERROR":STOP
80 BSAVE "fire.prg",CHEAT,252
90 DATA 601A,0000,00DC,0000,0000,0000,0000,0000
100 DATA 0000,0000,0000,0000,0000,0000,4878,0500
110 DATA 487A,FEFA,4267,3F3C,004A,4E41,487A,008C
120 DATA 3F3C,0009,4E41,5557,4E41,4267,487A,007A
130 DATA 3F3C,004E,4E41,4FFA,03D4,41FA,008E,7000
140 DATA 6126,41FA,0094,7003,611E,4FF9,0007,7FF0
150 DATA 2C40,2F00,41FA,002A,3D7C,4BF9,1342,2D48
160 DATA 1344,42A7,4EEE,0100,487A,003F,487A,003B
170 DATA 2F08,3F00,3F3C,004B,4E41,4FEF,0010,4E75
180 DATA 206F,0004,4868,0100,41E8,096C,43FA,000C
190 DATA 7003,20D9,51C8,FFFC,4E75,397C,4A39,13B6
200 DATA 397C,4A39,7F30,4ED4,2A00,1B45,496E,7365
210 DATA 7274,2064,6973,6B20,616E,6420,7072,6573
220 DATA 7320,6120,6B65,790D,0A00,6175,746F,5C6C
230 DATA 6F61,642E,7072,6700,6175,746F,5C68,656C
240 DATA 696B,6F2E,7072,6700,0000,0000
```

● Type in this listing and save to disk. Then run it with a blank disk in drive 0. It will create a file called FIRE.PRG which should be executed from the desktop. When requested insert the *Fire* game disk and press a key. The game will load with infinite shields.

DAN DARE III (AMIGA)

I couldn't go without doing something for Amiga gamesters. Well, I could but it wouldn't be very nice of me. So here, just to prove how charitable I am, is an infy lives hack. Bung this in and run it.

```
10 REM Dan Dare III by Jon North
20 T=0:DIM CHEAT%(1024)
40 FOR X=0 TO 153
50 READ B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
60 NEXT X
70 IF T<>1930222 THEN PRINT "ERROR":STOP
80 C=VARPTR(CHEAT%(0)):CALL C(SADD("DD3"+CHR$(0)))
90 DATA 48E7,FFFE,6100,00E2,222F,0040,243C,0000
100 DATA 03EE,4EAE,FFE2,4A80,6730,2F00,613C,22FC
110 DATA 0000,03F3,4299,4291,5299,4299,4299,2203
120 DATA 0441,0024,E489,22C1,22FC,0000,03E9,2281
130 DATA 6100,00B8,221F,4EAE,FFDC,224E,2C78,0004
140 DATA 4EAE,FE62,4CDF,7FFF,4E75,41FA,FFFE,43FA
150 DATA 00D4,2609,9688,5E83,0243,FFFC,2248,21BC
160 DATA 0000,03F2,30FC,4E75,0000,48E7,8080,2C78
170 DATA 0004,223C,0002,0004,4EAE,FF28,4A80,6708
180 DATA 4EAE,FF3A,4A80,66E6,223C,0002,0002,4EAE
190 DATA FF28,B0BC,0006,5000,6500,FFFE,613A,4EAE
200 DATA FFC4,41FA,0050,7620,6140,4EAE,FFCA,41FA
210 DATA 0044,7601,7ED6,6134,41FA,0066,2208,4EAE
220 DATA FF6A,E588,2240,5889,337C,4A79,2784,4269
230 DATA 3B3E,4CDF,0101,4ED1,2C78,0004,43FA,0036
240 DATA 7000,4EAE,FDD8,2C40,4E75,7ED0,2200,2408
250 DATA 4EF6,7000,496E,7365,7274,2067,616D,6520
260 DATA 6469,736B,2061,6E64,2068,6974,2052,4554
270 DATA 5552,4E00,646F,732E,6C69,6272,6172,7900
290 DATA 6461,6E00
```

● When you run it, this listing will create a file called DD3. Run this from CLI or Workbench with the game disk in the drive.

STOP

IDIOT'S GUIDE

If you don't know your disks from your data (that's good, I think I'll use it again next month), then follow these idiot-proof lines:

1) Turn on your ST or Amiga. No, your broken Dragon won't do.
2) Turn on your monitor, or your telly if you're poor.
3) Load Desktop (ST) or Workbench (Amiga).
4) Load BASIC.
5) Tap in the listing exactly as shown. If you get an error, check your data – something's wrong somewhere.
6) Save the program for future use.
7) Check the blurb about the routine. If it creates a new program, keep your blank disk in the drive.
8) RUN the program. If it loads the game straight away, it will, erm, load the game straight away.
9) Otherwise, exit from basic and run your new file. Go back to step 8.
10) Give them aliens what they deserve (not a cup of tea and a biccy, you clot!).

Another day, another exam (*Another 'U'. Ed.*) In the meantime, if you've got nothing better to do, drop me a line (preferably with some listings in it) to Jon North, IYHL, ZERO, 14 Rathbone Place, London W1P 1DE and you'll get a funky T-shirt, or a funky game, or a funky, erm... thank-you note. Anyway, that's my lot, so I'll see you all next month.

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ZERO

CONSOLE ACTION

ATARI LYNX
ATARI VCS
NEO GEO
NINTENDO ES
NINTENDO GAME BOY
PC ENGINE
PC ENGINE SUPER GRAFX
SEGA MS
SEGA MEGA DRIVE

INSIDE

The Game Boy gets the Caped Crusader

Blood and bullets galore in Operation Wolf on the Sega

What's hot and what's not on the Neo Geo

Bugs Bunny hopping mad on the Nintendo Game Boy

The latest on the Sega and PC Engine hand-helds

Plus all the hottest news, reviews, tips and cheats

POWER BEYOND BELIEF



Play arcade games at home with the revolutionary Universal Energizer

REVIEWED



DJ BOY

Zany Sega Mega Drive beat 'em up on roller skates



CHASE HQ

Mind-blowing race and chase game on the Sega

DJ BOY



Sega/£34.95/Mega Drive

Hey DJ! Pump up the jam. Let's get this party started. Surprisingly this game, a conversion of a Kaneko coin-op which seems to have missed the arcades in the UK, has absolutely nothing to do with disc jockeys or music. Not unless you consider roller skating round town beating the crap out of hoodlums a DJ's daily routine, that is.

Your lady friend, a cute little number in a purple outfit, gets kidnapped by the mob. You, being an all-American hero with rollers, baseball hat and a powerful uppercut decide to search Skate City and retrieve your woman. Fair enough. But it turns out the whole city's against you.

You start at the city outskirts. The scenery scrolls smoothly from right to left as you skate. Opponents in the guise of rude boys and builders dash from both sides of the screen to take swipes at you. You can tell which are the builders as they have big bellies and enormous bottoms to match. Rather than punching, a builder will try and flatten you by doing a Big Daddy – not a pleasant experience.

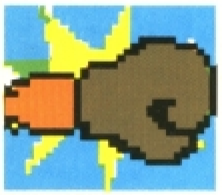
Feet and fists are your only weapons. You have no defensive moves, just aggressive attacks. A smack in the gob will bruise a builder, but a roller skate in the beak will definitely break his nose and hopefully leave him out for the count.

As soon as a builder blows his whistle (*I always thought the DJ was supposed to do that! Ed.*) you know something nasty is going to appear. Generally it's a regiment of rude boys, but it can be a posse of pervies, a dynamite-hurling brunette on skates, a platoon of punks or some other collection of loutish creatures.

Downing a foe will result in a high-value Dollar coin being left on the street. Although not of immediate use, money buys you burgers, ice cream, extra power, speed and lives from Pam's shop at the end of each level.

You have a four-stage strength bar which is depleted every time a thug inflicts some serious damage. Certain creatures – often a solitary pervert or cat – will drop a coconut when hit. Collect these and your strength bar gets replenished. Naturally, the further you get in the game the more ferocious and varied your attackers. Your strength bar doesn't stand a chance during later levels – that's why Pam's shop proves so popular with the punters. Pam's wares have the power to increase your strength bar in stages of two up to a maximum of ten bars. Even with maximum energy it can be difficult completing a stage.

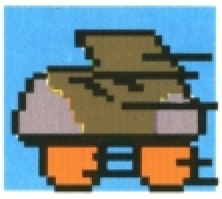
A horrifically demented



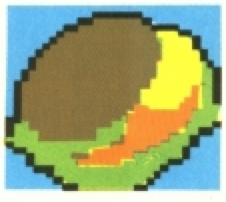
BOXING GLOVE
$400 can also buy you extra hitting power. Rather than requiring three hits, many adversaries will only need two smashes before they're history.



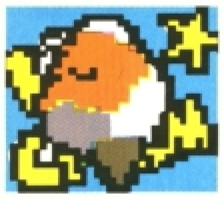
Meet Pam – she's the living doll who'll dish you up with all manner of power-up options assuming you've got the cash.



ROLLER SKATE
Out-skate even the slickest mover with special roller power. For just $400 you can out-manoeuvre most opponents.



HAMBURGER
Picking this restores your strength bar fully. At $100 you can afford to go for one of these every round, but watch your waistline.



ICE CREAM
No-one's sure what goes into Skate City ice cream, but it gives you energy. Two bars will be added to your strength bar on payment of $200.



Hey you! Wanna taste some roller skate sandwich, sucker!



NINE LIVES
Sadly you aren't given that many lives. Instead, your strength bar is automatically restored once. Better than death, but you could well be dead before saving up $1000.





POWER GLOVE
This makes you an extremely dangerous skater. In many instances one good punch will down an opponent. Not cheap at $500.

character awaits you at the end of each level. At the end of the first stage you'll be greeted by a big mama who has no qualms about farting in your face. Seriously! This foul woman lifts her skirt, raises her bottom towards your defenceless nose and lets rip. An awful brown cloud drifts in your direction and, as you can imagine, the consequences can be devastating. This could only happen in a Japanese game.



GIN CAP
You won't feel the pain quite as much when hit with this on your head. Indeed, your strength bar takes longer to decrease – but for $500 you wouldn't expect anything less.

Other colourful end-of-level characters include a thick weight lifter and a couple of mechanical jack-in-the-box clowns. Skate City is a strange place to pass through. The shorter your stay, the more sane you'll remain.



Ugh! Mama has lifted her skirt yet again and that brown cloud wafting your way is going to seriously impair your progress. Who says home cooking is always the best?

With its unexpected humorous twists, superbly animated and detailed graphics, cartoon-like characters, appropriate sound effects and frustratingly addictive gameplay, *DJ Boy* ranks as one of the most original beat 'em ups to have appeared in a long while. No matter how many times you come across mama, you'll always smirk.

THE VERDICT / 89

Many thanks to Console Quest on (0424) 718961 for supplying the review copy of *DJ Boy*.

OPERATION WOLF

Sega/£29.95/Sega Master System



Yikes! There's some serious hardware heading your way. That blue object will give you extra bullets when shot.

"Durr, hey! Ain't dis my territory? Yeah blood, bullets and lots of battle-crazed Vietnamese to waste – must be. Dey should have consulted me 'bout the script for *Rambo 5...* "

Listen, John, you'll get your chance later. This isn't your war. You can't kill everyone in Vietnam; give someone else a go. Just for a little while...

"Hmph!"

Finally, *Operation Wolf* has arrived on the Sega. Even though *Operation Thunderbolt* – the follow up to the gory guns and grenades game – is well established in the arcades and most home machines, the Sega sadly lags several years behind in terms of software releases.

The gist of the game is to gun down anything (bar wild life, the occasional hostage and Red Cross doctors) that gallivants onto the screen. Most games offer a little more for your cranium to cope with – not *Operation Wolf*. Just pump the trigger and hope you don't kill too many innocent bypassers on the way.

There are six missions in total: blast the baddies, blast the baddies, blast the baddies, blast the baddies, blast the baddies and blast the baddies. Good to see that the Sega conversion retains the coin-op's gameplay variety. You're presented with a screen detailing all the missions and the number of soldiers, tanks and helicopters you can expect to encounter along the way.

In the first mission you must... um, blast the baddies. Actually you're at the enemy's communications headquarters and must sever all lines between the different parts of the prison camp. Essentially that translates to blasting all the baddies.



Like the coin-op, the Sega *Operation Wolf* offers six missions for you to battle through. The objectives are all the same – that is, blast everything that moves – but the backgrounds change.

Action progresses from left to right, with enemies appearing on both sides of the screen. When certain enemies are shot, extra weapons are left behind. It's possible to collect extra rounds of ammo, grenades and lives by shooting the objects that are left behind.

Each time you are shot your energy bar tumbles. Too many shots and you die. Energy capsules can be collected, but these appear infrequently. The best way of avoiding being shot is to shoot first. Well, there's a surprise.

Although it's easy to criticise the crude gameplay, *Operation Wolf* on the Sega is a pleasingly polished conversion. Some of the 16-bit conversions have been dreadful due to poor loading times, jerky graphics and slow execution. In comparison, the Sega version sparkles.

THE VERDICT / 82

DREAM MACHINE

Believe it! The Universal Energizer from Unitec Systems means you can have an arcade machine at home which takes up no more space than a Sega Master System on roller skates and costs less than £200.



The Universal Energizer from Unitec lets you control consoles, computers and coin-ops. A jamma interface at the back of the machine means arcade boards can be plugged in and played on your TV or monitor.

Video game panels like the Access-Twin, Kic Control Box and Shin Video Game have certainly been causing a sensation in Japan for a long while. Now, for the first time, Unitec Systems is offering the limitless power of such magical devices in the UK.

At first sight the Universal Energizer looks like an over-sized two-player joystick. That's because it *is* an over-sized two-player joystick...

Two arcade-standard joysticks and accompanying push buttons grace the top of Unitec's game panel. A further three buttons towards the back of the panel are labelled Credit, Start and Select. Funny, it sounds like an arcade game controller already. Indeed, the Energizer wouldn't look out of place on an arcade machine. But its destination is most definitely the home.

On its own the Energizer is useless. You can't simply plug it into a TV or monitor and play games. It just doesn't work like that – it hasn't any silicon circuitry of its own.

The Energizer's use is twofold: an alternative controller for virtually any console or computer available and an arcade game controller.

So how does it work? A female jamma connector at the back of the Energizer is the heart of the system. Male jamma connectors are standard issue on almost all arcade game PCBs (printed circuit board). Every signal necessary is available on a jamma connector: coin detection, select, video, fire buttons, joystick movement. That's all very well for arcade boards, but a tad OTT for consoles and computers. Besides, jammas aren't even available on home machines. So how is it possible to use the Energizer as an alternative – and, yes, far superior – controller for the PC Engine, Nintendo, Sega, Mega Drive, ST, Amiga, CPC, C64, etc, etc?

Interfaces for linking the Energizer to console or computer are (see pictures at the bottom of the page) included. Every interface available is supplied with the Energizer, so you won't have to lash out extra sponds to get the thing working on your set up. Currently all home computers using Atari-style nine-pin connectors are catered for – as are the Nintendo, PC Engine, Sega and Sega Mega Drive consoles.

You'll never want to go back to your standard controller or joystick after using the Energizer's arcade-quality sticks. Response is unbelievably rapid; you won't curse the Energizer for causing you to die untimely deaths. This thing aids gameplay and is designed to take serious punishment.

So that's one use for Unitec's unit. The other is potentially far more exciting and means you could play the latest coin-op games in your home.

The idea is you find an arcade PCB with jamma connector and simply plug it into the back of the Energizer. It sounds easy enough... or does it? You must realise that arcade boards are designed to fit into cabinets and are consequently unwieldy, uncased and unsightly. They're also fragile. A special power supply is needed to kick the PCB into life. And, of course, you've got to find someone willing to part with an arcade board. Erm, hold on, it's not such a good idea after all.

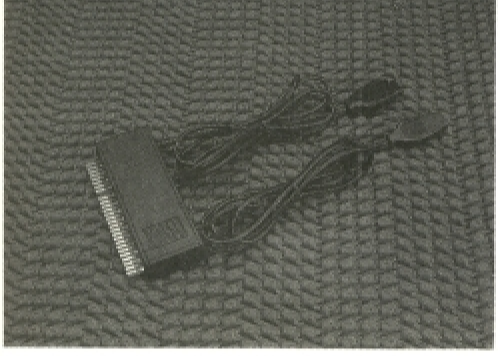
Yes it is! There are loads of arcade game suppliers with PCBs lying around – finding a game is no sweat. It's deciding what to go for that's tricky. For instance, if you hunt around you'll be able to pick up golden oldies like *Ghosts And Goblins* for around £20, *Choplifter* for £60 and *1943* for £75. Newer boards will cost more; anything up to £1000. Unitec should be able to put you onto arcade suppliers and possibly provide you with the proper power supply.

Currently the Energizer only offers an RGB output for connection to an RGB monitor like the Commodore 1081/1084 or Philips 8833. The production model may well feature RF output so that arcade games can be run on the TV.

It's strange no-one has come up with a box of tricks like the Energizer before – its potential is enormous. Being able to play big coin-op hits at home is a huge thrill. And the thrill is made that much better if it saves you lots of 10 pence pieces in the process.

The price of the Energizer has yet to be finalised, but Unitec reckons it will be between £130 and £145. As an alternative game controller it's expensive. £130 for a joystick – sheesh! But as something that can accept and control arcade games it's fantastically good value. It could cost you as little as £180 to play one of your favourite arcade hits at home.

Details of the board are available from Unitec on (0436) 72615.



Special connectors provided let you interface almost any computer or console to the Energizer.



By using a jamma connector and appropriate interface, the Energizer can be used as an alternative controller for most consoles and computers.

PALM TOP PRETENDERS

Due for imminent release in Japan are two portable entertainment systems. Both will be pitched against Atari's Lynx and Nintendo's Game Boy and both will work on similar principles.

Sega's hand-held (103mm tall by 210mm wide and just 38mm deep) has an 8-bit Z80-like processor running at 3.58 MHz. Crammed with 8K of main RAM and 16K of screen RAM, a palette of 4096 colours is available but only 32 colours may be displayed simultaneously. The screen's resolution is 480 by 146 dots but in most cases, only 160 by 146 can be used. Sound is produced via a three-channel programmable sound generator.

The PC Engine hand jobbie is similar in size to Sega's palm top, but sits upright. Again, an 8-bit Z80-based processor is used which runs at twice the speed of the Sega processor (7.16MHz). The Engine processor runs with twice the colour palette and 256 colours can be displayed at once. The screen pixel resolution is a huge 320 x 224. The sound chip is identical to the one in the normal Engine – damn good.

Grey importers should be offering these gizmos, sometime in September.



Get a handful of this: the mini PC Engine.

QUICKIES

Hot from Japan: an interface is now available which enables Super Grafx owners to use the existing PC Engine CD-ROM unit with their machine. All the current PC Engine titles are purported to work with the device. Ask your local PC Engine supplier for details.

Super Mario 3 **looks to be the big Nintendo release in the UK this Autumn. From the sneak preview, the game is more colourful and playable than previous releases. The tasks are much more varied and all manner of objects can be collected to help and hinder Mario.**

Super Real Basketball **is the latest sensation for the Sega Mega Drive. Close-up digitised images of players scoring baskets, international rules, sampled sounds and superb animation are all promised.**

Would you buy a Mutant Machine? Nintendo hopes so because that's what they've called their latest bundling deal... ***Teenage Mutant Ninja Turtles*** **will be replacing the archaic but nonetheless classic** ***Super Mario Brothers*** **in the NES package. Watch out for the heroes in a half shell smashing your way soon. The new pack will retail at the usual £99.95 – even though** ***Turtles*** **costs £34.95 (£10 dearer than normal).**

Electronic Arts in the US will be translating ***Populous*** **and** ***Budokan*** **to Sega's Mega Drive. The reason being that popularity for the machine has exploded.**

THE MOST EXPENSIVE CONSOLE EVER

SNK's Neo Geo, the closest thing yet to having an actual arcade machine in the home, has at last found its way into the UK via numerous grey importers.

The system works in much the same way as the Universal Energizer reviewed this issue. Special SNK arcade boards can be plugged into the main unit and played on a TV or RGB monitor. The Neo Geo, however, is slightly more complex in that the main unit features processing hardware:

- **A 12MHz 68000 for processing and a 4MHz Z80 for sound.**
- **64K of main RAM and 68K of video RAM and 64K of ROM.**
- **Custom graphics chip offering a 65535-colour palette, 4096 colours on screen simultaneously, 380 hardware-controlled sprites and hardware scroll.**
- **A three-voice programmable sound generator, four-voice FM synthesiser and seven-channel PCM generator provide all that's necessary for producing stunning music and sound effects.**

All this power doesn't come cheap. You can expect to pay over 400 just for the unit. Then there's the cartridge-based software. And at 200 a shot you've got to be sure you pick the right game.

Cyber-Tech (0453) 544582, Supervision (06602) 475151 and Telegames (0533) 880445 had machines and software at the time of going to press. Expect a full review of the Neo Geo next month.

BUGS BUNNY

Kemco/£27/Game Boy



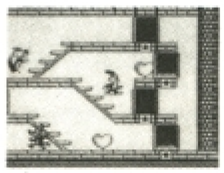
Sufferin' succotash, dat damn wabbit's here. Well, splutter, he's made his last appeawance.

Nah, you goofy duck – have ter catch me foirst.

You've got to help Looney Tunes character Bugs Bunny on a daring quest to rescue his main squeeze, Honey Bunny, from that despicable foursome: Daffy Duck, Yosemite Sam, Sylvester and Wile E. Coyote.

Crazy Castle in Cartoonsville plays host to the zaniest adventures imaginable. The idea is to hop from room to room, dashing up stairs and sliding down pipes in search of Honey. By collecting carrots and clocking up passwords you slowly progress from the deepest dungeons to the castle's highest towers. But hurry. Before you can say "Neah, what's up, Doc?" those bounders will be on your cottontail.

A



B



A: Lifts and stairs get you from place to place. Objects along the way help and hinder.
B: On certain levels you'll encounter a No-Carrot sign. Touching this transports you to a special level which, if you complete, will gain you three lives. If you fail, however, you will be forced back three levels.

Bugs can throw a good rabbit-punch and use objects like boxing gloves, cargo crates and water buckets to good effect. Taking a sip from the magic bottle will make Bugs invincible for a while.

It takes a deft wrist, quick wit and swift kick to get anywhere. There are an astounding 60 levels to complete; each one more complex and larger than the previous one. Even with five lives and an additional one on completion of a level, you'll be pushed to get far.

The animation of Bugs and the rest of the scoundrels is superb. A level can be completed in countless different ways so it'll take a long time before you tire of the game. Like the cartoon, *Bugs Bunny* in Crazy Castle is destined to become a classic.



THE VERDICT 83

CHEAT!

RAD RACER

Nintendo

Select your car and press Start. A car dash board will appear; you should notice two green lights glowing on the speedometer. Pressing button B causes two further lights to ignite. Press the control pad diagonally up and hit Start to cause the stage 2 map to appear. Repeat the procedure until you've got to the level you want to start on. Press A to play. Also, pressing Start while holding down A lets you continue from where you left off.

SUPER SHINOBI

Mega Drive

Almost every level contains a hidden bonus. To get to these bonuses fire in places you wouldn't normally shoot. For instance:
Level 2 – just before you exit the level (near the disco) there's a bonus that replenishes your magic if you've used it previously.
Level 3 – on the other side of the fourth section of fencing is a box that contains a heart. Get it and your energy will be topped up.
Level 5 – the top of the fifth pillar, road side, hides an energy heart.
Level 6 – at the end of the first building shoot the small green object for 50 shuriken. Shoot the third orange square at the second beginning to replenish magic.
Level 7 – shoot to the right when on the final dingy for extra shuriken.
Level 8 – to the left of the heart bonus near the second mechanical cannon appears a magic bonus.
David Lawson, Liverpool

FANTASY ZONE

Sega

Buy all the engine parts and your weapons will never run out.

GUN SMOKE

Nintendo

Press A four times, Select four times, right controller twice and finally Start during the title screen. You'll begin the game with a machine gun and 300 bullets.

CHASE HQ

PC Engine

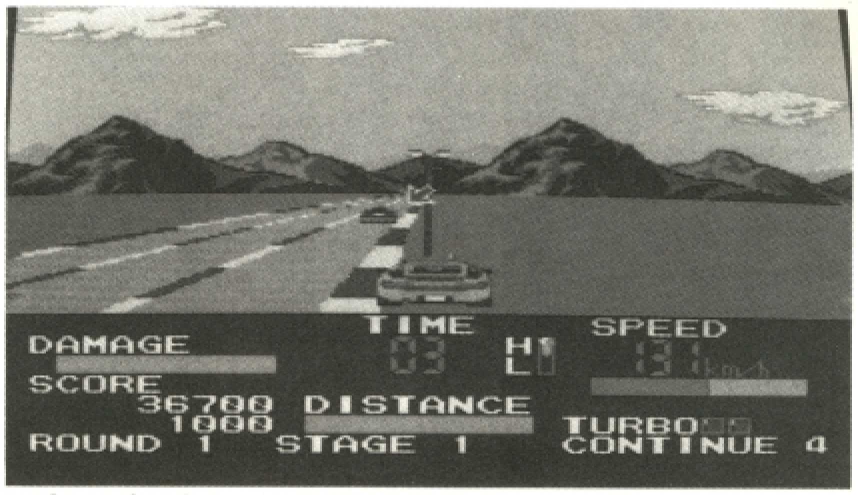
Pull alongside a crook's car and smash into the side of it. With practice you can knock off four energy points in one go – much better than knocking points off in ones by bumping into the back of it.

GREAT GUNS

You could be a winner. And why not? You could win the latest game for your machine. And why not? You could be like **David Lawson of Liverpool** and gain ever-lasting fame and a brand new game for your console. And why not? 'Cos if you don't get anything down on paper and in the post quick, someone else will win, that's why not! So do it today! Write to **Cheat! Console Action, ZERO, Dennis Publishing, 14 Rathbone Place, London, W1P 1DE.**

CHASE HQ

Taito/£29.95/Sega



Look out for the arrow – it points to the car you want to bash.

After almost two years burning around the arcade circuit, *Chase HQ* has finally motored onto the Sega Master System. And about time too! You'd have thought Crockett and Tubbs would have been sick of Ferraris – what with their appearance in *Miami Vice* and *Battle Out Run* – and long ago plumped for the plush Porsche 959 offered in *Chase HQ*.

Well, it seems the swoonie super sleuths have at last donned the shield and dropped the stallion. For once again those two boys in blue fight for truth, justice and the American way. *(Monteiro, you're rambling! Ed.)* You're right, Ed, I'll shut up...

(*Monteiro come on, get on with the rest of the review! Ed.*)

Oh all right... as you know Crockett and Tubbs aren't in *Battle Out Run*, and they sure as hell aren't in *Chase HQ* – but the yarn made for an interesting intro. Ah well, now for the truth.

The action starts with an options menu where you can set the sensitivity of the steering wheel and pick a mission. Other options are available – such as turbo and supercharge – but unfortunately these cost money, and since you don't gain any points until you've completed a level... yep, you guessed it, Catch 22.

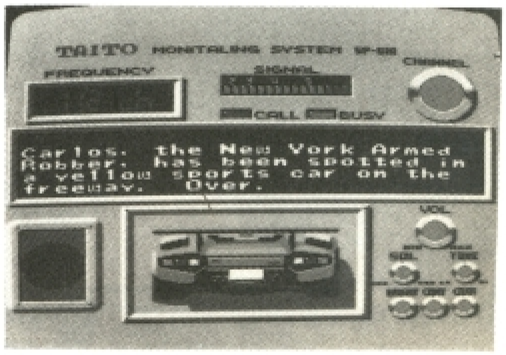
After contacting HQ you're given your first assignment. "Stop the Idaho Slasher", slobbers the seductive Nancy. Well she says it saucily in the coin-op version. You have to read between the lines in the Sega conversion.

Your 959 has two gears: fast and faster. The idea is simply to put pedal to the metal, catch up with the villain vehicle and ram your hot rod into the back of the baddie's exhaust. (*Cripes! Steady on, Monteiro! Ed.*) Oh, and you've only got 60 seconds to do your dirty deeds.

Naturally hazards like plants, hurdles (?) and other motorists ensure you have a tough time catching the criminals. Even when you do reach the correct car, you must smash into it several times before it bursts into flames and careers off the road. You have turbo boost to help you along, but with only three boosts available it's wise to use these only when running out of time.

Chase HQ sports some very detailed and well animated graphics; sadly sound effects are left struggling at the starting line. The game's hugely playable though – and should definitely grace your software shelves.

THE VERDICT 85



Pay attention to Nancy's message. You don't want to ram the wrong car.

NYMPHO NANCY'S NEEDS

MISSION	CAR	TOP SPEED
1: Rick The Idaho Slasher	Lotus Esprit	156mph
2: Carlos The NY Armed Robber	Lambourghini	180mph
3: The Chicago Drug Pushers	Porsche 928	160mph
4: Los Angeles Kidnappers	Ferrari GTB	150mph
5: Eastern Block Spies	unknown	unknown

STOP

ATARI'S BORN!

WIN AN ATARI DISCOVERY PACK! WIN 20 COPIES OF ARC'S *PHOTON STORM*!



You've no doubt read all about the new Atari 'Discovery Pack' in our May issue's *Oi!* pages. Well here's your chance to get hold of one of the very same, courtesy of those kind Atari people. It contains not only the latest ST, but also four top-hole software titles, a graphics package and all the other relevant bits and bobs. Hurrah! 20 runners-up won't be disappointed either, because they'll receive a copy of *Photon Storm* from Atari's games label Arc. Programmed by Jeff Minter of Llamasoft fame, this is a groovy colourful arcade blast 'em up that'll have you whizzing about in the colourful golden age of arcades blasting all manner of alien beasties.



SIMPLE PIMPLE!

**So what do you have to do to get hold of one of these superb prizes? Well, it couldn't be simpler. The new Atari pack is called 'Discovery' and coincidentally, pictured here are several other discoveries and discoverers. All you need to do is to match up the former with the latter. If you think for example Christopher Colombus discovered Gravity, then you'll jot down the number 1 on the coupon.
Cinch, isn't it? In the exceedingly likely event of a tie, fill in the tie-break question using only one word. Mail the whole caboodle to Atari Atari Night Compo, ZERO Compos, PO Box 1509, Enfield, Middlesex, EN1 1LQ.**



① CHRIS COLOMBUS



③ SIR ISAAC NEWTON



② JOHN LOGIE BAIRD



④ BRIAN EPSTEIN

WHO DISCOVERED...?

TELEVISION ◯
GRAVITY ◯
THE BEATLES ◯
AMERICA ◯

TIE BREAK
The best 16-Bit computer magazine in the world is indubitably

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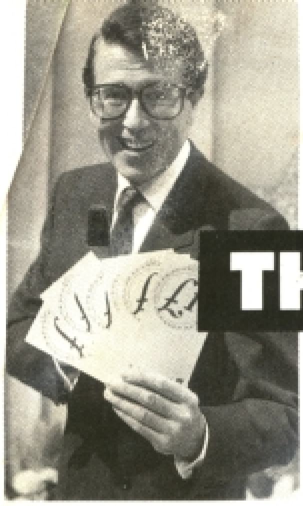
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______________ POST CODE ______________

I own a PC ◯ an ST ◯ an Amiga ◯
a rather fetching pair of bottle green crimplene flares ◯
(Please tick as appropriate)

RULES

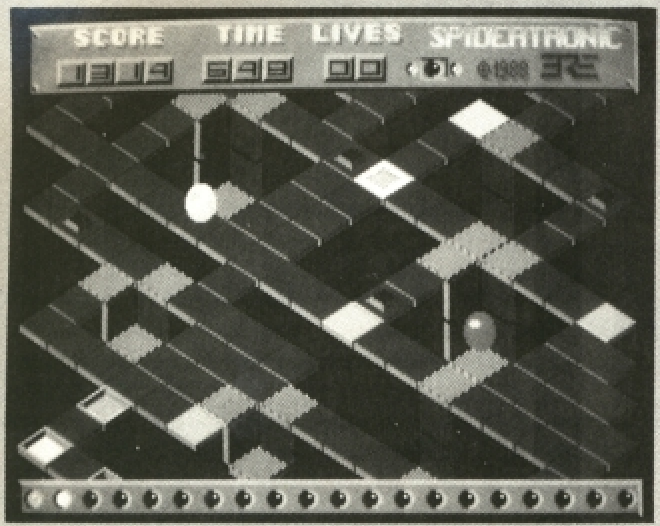
- The Editor's decision is final – and it's not STE-asy to sneak anything past him!
- Any entries 'discovered' after the closing date of August 31st 1990 will be 'packed' into the bin.
- No Employees of Dennis Publishing or Atari can enter and any found trying to do so will be made to weather the *(Photon) Storm* of the ZERO team's wrath.



THE PRICE I$ RIGHT

A great Swedish philosopher once said 'Money money money, must be funny, in a rich man's world'. A truer word n'er was spoken.. Ho hum, let's check out this month's budgets.

SPIDERTRONIC



Smash 16/£4.99 ST/Amiga

David: This is Smash 16's latest title and another from their collaboration with French software house, Infogrames. In a nutshell, you play a small electronic spider, running around complex multilevel grids marooned in space, avoiding bouncing balls and collecting various coloured tiles. (I did mention it was French, didn't I?)

Anyway, ludicrous storyboard apart, *Spidertronic* is a very playable little puzzle game. Your objective is to build a pathway to the exit for the next level, but this can only be done using coloured tiles in a specific order. To combat the enemy balls, you can turn certain tiles into spider webs which are fatal to the touch. These last for a short time, but this is just as well really, since you can't cross them while they're still in place. The graphics are colourful, the sound is good and the gameplay addictive. The sole problem lies with the control system – frequently at crucial moments I found it difficult to find the correct diagonal on the 3D isometric grid. Still, for a fiver you really can't complain. Arcade puzzlers will love it.

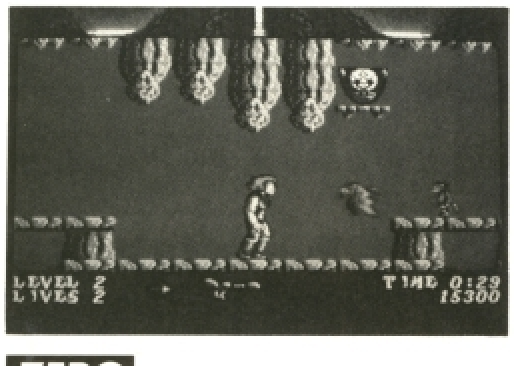
OVERALL SCORE 80

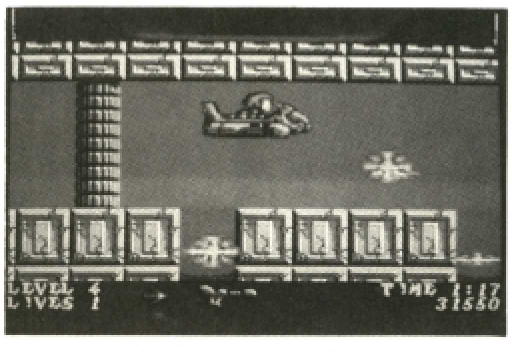
THUNDERCATS

Encore/£9.99/ST/Amiga

David: Now here's a funny thing. Usually you'll get a film, book or whatever and then a computer game tie-in which doesn't quite match up to the excitement of the original. Well, here we have a computer game that doesn't match up to the crapiness of the original. You see, *Thundercats* is actually rather good (whilst its inspiration – the children's cartoon series – is not). You play a sort of macho Charlie 'Ello Child–en' Carolli lookalike as he romps and slashes his way through the hordes of the evil Mumm-ra. Good graphics, tricky terrain, bonus levels, different weaponary, even vehicles. All in all, *Thundercats* is an above average horizontally scrolling beat 'em up.

OVERALL SCORE 79



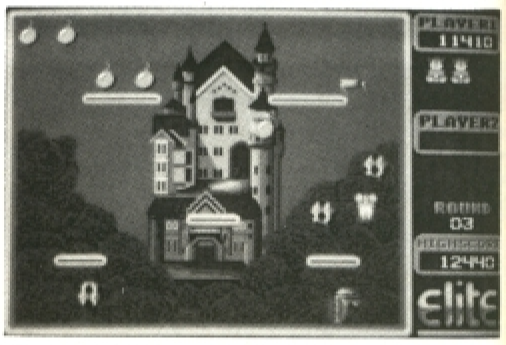


BOMBJACK

Encore/£9.99/ST/Amiga

David: If playing a tiny chap who romps around in a Bananaman outfit, collecting all the bombs that litter the platform strewn screen whilst avoiding beasties is your bag, then old classic *Bombjack's* for you. Catch the bombs in the sequence in which their fuses are lit and you'll maximise your score. You'll also get bonus icons for extra lives or enemy neutralisation. Despite showing its age in terms of graphics and gameplay, it's as addictive as ever! The main drawback is its size: just five static one screen levels, each with different pretty (if somewhat confusing) backdrops.

OVERALL SCORE 75

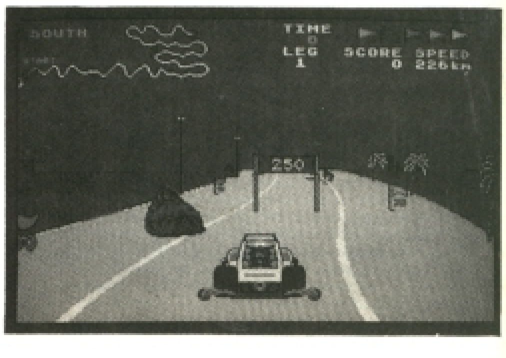


BUGGY BOY

Encore/£9.99/ST/Amiga

David: Elite's budget label Encore is once again coming up with the goods. Here's that old stalwart *Buggy Boy*. It doesn't need an introduction, but suffice to say it's a Sega coin-op conversion of a buggy racing game. You've got the basic two gears at your disposal as you hurtle around one of five tracks, scoring points and time bonuses by hitting or driving between flags, whilst avoiding boulders and the like. Okay, so it's a bit primitive and rather dated, but it's a tried and tested colourful, racing romp and it's cheap.

OVERALL SCORE 83



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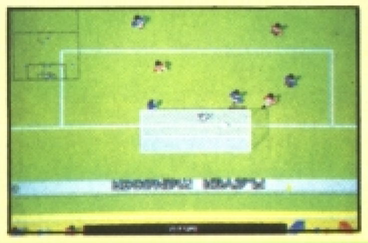
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- 54 computer managed squads from around the world all with individual tactics

"The best ever football managerial game ever, in the history of the World" C & VG 9/10

The ultimate management game" Ace Rated 929

"Easily the best of its type" Zzap 64 89%

"The best ever managerial game" Sinclair User Classic 93%



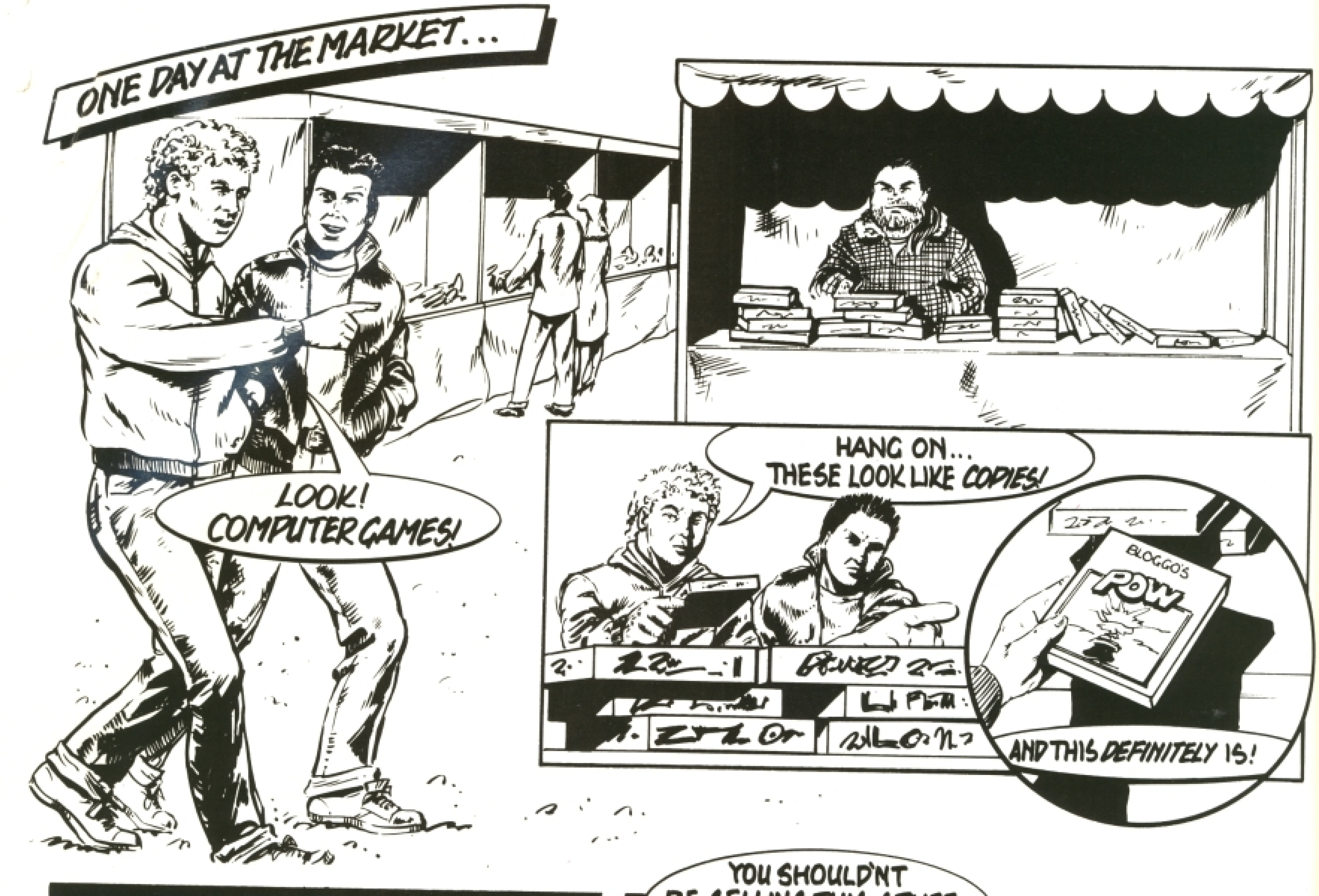




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ONE DAY AT THE MARKET...
LOOK! COMPUTER GAMES!
HANG ON... THESE LOOK LIKE COPIES!
BLOGGO'S POW
AND THIS DEFINITELY IS!
'ERE... YOU TWO BUY SOMETHING OR NAFF OFF!!
YOU SHOULD'NT BE SELLING THIS STUFF... IT'S AGAINST THE LAW!
AND I DON'T LIKE IT
BLOGGO'S POW
LATER
HELLO, IS THAT F.A.S.T.?



DÉJÀ VU

It's time for a handful of old(ish) games to get *their* moment of glory on spanking new formats!

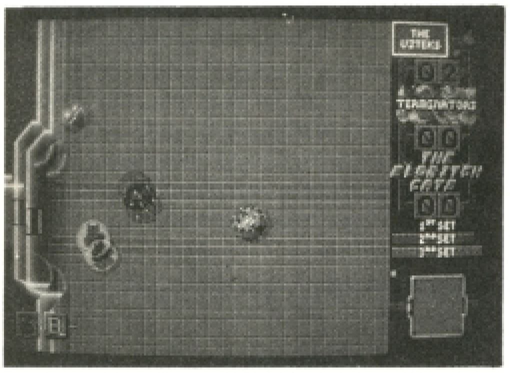
PROJECTYLE

Electronic Arts/Out Now/£24.99 (ST version reviewed in ZERO 9)

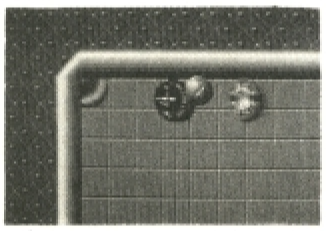
AMIGA

Paul: Something of an oddity this one. Basically you're whizzing around an arena on a cross between a frisbee and a jet ski. The arena is divided into four connected courts; each one belongs to one of the three players and contains that player's goal. Ah, but what of the fourth zone? Ah, well that's the Frantic Zone where you each have a goal. The aim of the game is to put the ball into your opponents' goals more often than they do in yours. Easy really, or straightforward at least. Don't you believe it!

Projectyle is a frenetic and exciting game. As well as goals to score there



are bonus features to pick up. It's more fun as a two or three player game; playing versus the computer can get a bit boring after a while, despite all the training and league options. The range of teams, players and types of competition add an extra dimension to the game and the graphics are very colourful. *Projectyle* is certainly a game you'll keep on going back to.



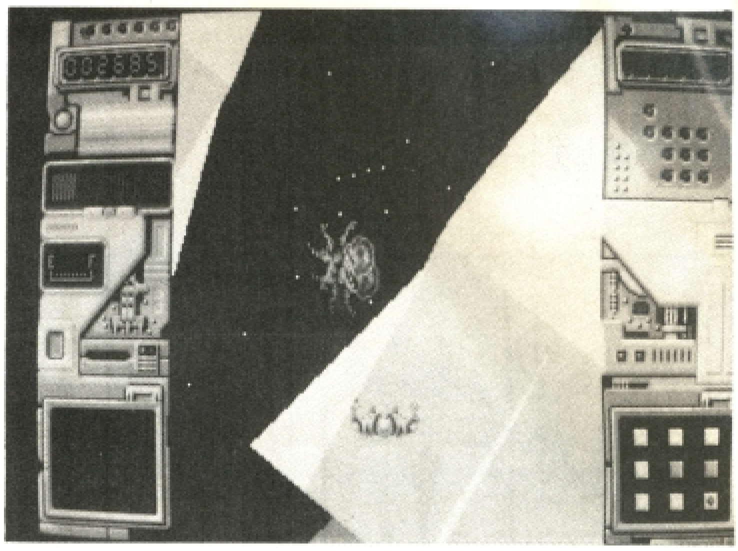
GRAPHICS 86 ADDICTIVENESS 90 SOUND 84 EXECUTION 88 OVERALL 88

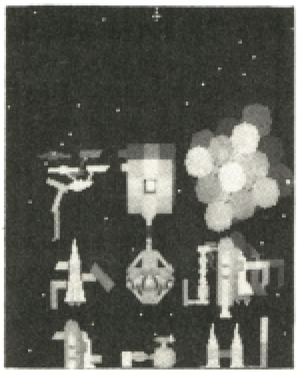
ROTOX

US Gold/PC/Out Now/£24.99 (Amiga version reviewed in ZERO 9)

PC

Paul: In a sense *Rotox* is a platform game in as much as it is set on a platform in space. Scattered about are no end of nasties, ranging from huge spiders to myriads of pill boxes. These must be destroyed before you can move on. But first you've got to find them which is less than easy when the platform is a mapless collection of ramps, moving floors and revolving stairs. Having found the nasties you step back in amazement and plummet off the platform. Luckily falling off only costs you one energy unit and is a sneaky way of working out where you are, since you're shown a brief overhead view of the platform.





In VGA mode *Rotox* is really impressive but the most distinctive feature is the rotation. Rather than the figure turning on the platform, the platform rotates about the figure. Weird but effective. Less so is the irritating 'death' sequence that you have to endure each time you cop it and the game takes an age to load. However *Rotox* is a tough, tricky and addictive shoot 'em up that'll drag you screaming back to your computer.

GRAPHICS 86 ADDICTIVENESS 90 SOUND 84 EXECUTION 88 OVERALL 88

GHOSTS 'N' GOBLINS



Elite/Out Now/£19.99

AMIGA

Paul: When is a sequel not a sequel? When it comes out before the original. The conversion of Capcom's original arcade *Ghosts 'N' Goblins* was out on the Speccy aeons ago but has only just made it onto the 16-bit; a good few months after its sequel *Ghouls 'N' Ghosts*. This is a bit of a pity 'cos inevitably 'Ghosts' now looks a bit old hat by comparison. The scenario is the ol' rescue the princess routine. Between you and your lost love are a ghoulish collection of horrors, plus ladders, ditches and moving rocks. It's all very nicely animated with monsters coming out of the scenery and sprites moving as smoothly as a Gilette shave. The action is fast and furious with barely enough time to adjust your codpiece between battles. With only two lives to play with the game is also less than easy.

If I hadn't played *Ghouls 'N' Ghosts* I'd have been pretty impressed with this game. As it is, I kinda feel that I've seen it all before, which is unfair seeing as *Ghosts 'N' Goblins* came first (long before the chicken let alone the egg). New or not, it's still great fun.

GRAPHICS 79 ADDICTIVENESS 87 SOUND 78 EXECUTION 81 OVERALL 80





OOH NO MISSIVES!



Summer has rather startling effects on our bearded fellow humans and *Mike Gerrard* is certainly no exception. This month the Adventure section not only takes a poetical slant but also brings you answers to all your problems, a Dutch letter, more tips from the weird French Inspector, a compo... Phew! You never knew there was so much in it.

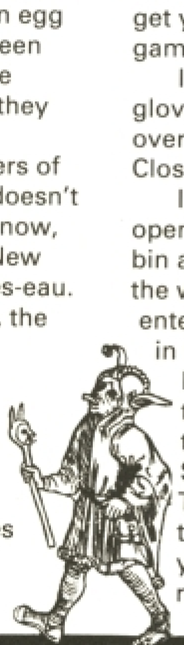
My missive column was so popular the other month, bringing in well over three letters in response to it, that I've decided it's time to delve again into my in-tray and see what comes out. Hmm, an egg and cress sandwich with funny green bits round the edges... must be the cress... munch-munch... Ah, here they are, this month's batch of ZERO adventure mail from all four corners of the globe. OK, so I know a globe doesn't have four corners but it's too late now, I've written it. First, a letter from New Zealand... better hand that to Clues-eau. Next, my word, one from Holland, the land of the cloggies.

Remko Heerings lives in a wonderful street: Heggewikke 25, 6374 RV, Landgraaf, Holland. I'm giving Remko's address in case any other discerning Dutch people read ZERO, play adventures and want to get in touch. "Dear Man With the Beard, In this envelope you will find two complete solutions: I) *Police Quest 2*, and 2) *Larry III*. Are they worth a T-shirt? I hope you can do something with my solutions."

Are they worth a T-shirt? Why of course they are but I'm not going to send you one. I'd go even further and say that they're worth a red Ferrari and a night on the town with Princess Stephanie of Monaco, but you're not getting those either (I'm keeping them for myself). I gave some help on *Larry III* not long ago, so here's some advice to get you started in Sierra's other spiffo game, *Police Quest 2: The Vengeance*.

In your car: get the keys, open the glove box, take out your card and turn it over to find your locker combination. Close the box and leave the car.

In the office: walk to the counter, open the bin, get the kit and close the bin again. Walk to the door to the left of the window. Walk to your locker and enter the combination. Get all the stuff in the locker, except for the photo and leave the room. In your office: walk to your desk, open the drawer, get the wallet and search it to find your Scuba Diving Certificate. Get the Thank You letter and read it. Close the drawer. Look in the basket on your desk. Walk to the back of the room and get the keys. Look at the board and on the scoring schedule. Now walk to the desk of your Captain and look at the papers on it. Hurrah! It's the computer password. So turn on the computer and search the correct directories of the words. After that, type 'quit' and you will leave the computer. Walk to the cabinet on the right side, open the drawer, get the file, read it, get the picture, replace the file and close the drawer.



...Get your wallet and search it to find your Scuba Diving certificate...

OK, cops and copettes, after that you're on your own. Many thanks, Remko. I'll remain in your debt till the start of the next paragraph.

From the land of the tulip to the land of... erm, whatever they make in Birmingham. Good adventurers, it seems, as **J. B. Moore** of 36 Richmond Croft, Great Barr, Birmingham B42 INX is offering to help any fellow ZERO readers who are stuck in *Dungeon Master*. What a jolly nice thing to do. All letters will be answered within 48 hours, but don't forget to enclose an sae and don't ask for full solutions – just say where you're stuck or what you want to know.

If any of you were able to get past the *Elvira* cover of the June ZERO, you might have discovered inside some Clue-seau tips on the use of objects in *Larry III* from **James Norwood** and **Richard Aston.** James has written to say that he's heard on the grapevine about the possibility of a *Larry IV* game being released. Yikes, he knows more than I do. I saw a grapevine on holiday in Greece recently and I listened to it and listened to it but heard nothing at all. Not even in Greek. Perhaps it was a different grapevine. Anyway, James also says that he next aims to complete Sierra's *Codename Iceman* and will send ZERO the solution as soon as he has it – probably during the summer as he's going to Australia for nine weeks! Blimey, it's alright for some, innit?

Andrew McLean from Leighton Buzzard says he's been playing *Guild Of Thieves* for yonks and has managed to get inside the bank but hasn't completed

CASTLE MAS



Those awfully super Domark people have kindly given me a couple of copies of that fantastic, fabbo, fine, fiery and (what else begins with 'f'? Oh yes) frilly-knickers Freescape game programmed by Incentive, *Castle Master*. This is the game that starts off where previous Freescape games like *Driller* and *Total Eclipse* merely begin... er, well something like that, anyway.

So, my little kings and kingesses, I have one ST copy and one Amiga copy of this esteemed 3D arcade-adventure. But hark, I hear you say, surely we have to



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it yet. He wants to know how to do it as he promised not to buy another adventure till he's finished this one. The best I can do is send Andrew a solution, if he bungs me an sae, as getting inside the bank is only the start of the end... Have you merely banked all the treasures and therefore the bank has opened? Have you made it into the manager's office? Have you blown the roof off and re-entered the office? Have you got the cube? Without knowing how far you've got it's hard to help... the actual ending of the game is not getting into the bank but leaving the island with all of the treasures. Thanks for the *Joan Of Arc* solution by the way, Andrew.



...His tip for getting started: "First boot up the disk"

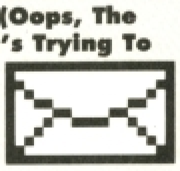
Finally, help is at hand on Origin's *Space Rogue* from **Robin Crawley** of 10 Burgh Castle Marina, Nr Great Yarmouth, Norfolk NR31 9PZ. Robin has written to tell me that he's just solved it on his Amiga after four weeks of trying and has kindly sent in a solution for the ZERO adventure archives. His tip for getting started: "First boot up the disk". Boy, is this a complete solution! Unfortunately Robin doesn't say whether you have to take the disk out of the drive when you've finished, so perhaps if you play this game you may never be able to use your computer again. Better hold off buying, till the Man With The Beard checks this out. Until next month, folks!

MASTER COMPO!

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do something to be worthy of this bounteous gesture? Of course you do and I'm gonna make you work for it. What do I want? Do I want Kylie Minogue's private number? A tip for next year's Grand National? No, I want you to tell me, in six million words or less (to fit on the back of a postcard), what was the name of Incentive's first ever adventure release? Entries in by 31st August 1990, perlease, on a postcard to The Winter Wonderland (Oops, The Man With The Beard's Trying To Fool Us) Compo, ZERO, 14 Rathbone Place, London WIP 1DE.



DEAD GOOD POETS' SOCIETY

And now, in another breath-taking first for the ZERO adventure section, The Man With The Beard presents, for a limited run of one month, in glorious black and white and with stereophonic popcorn, ... Poetry Time!

Well, Infocom expert the **Grue**, who hi-jacked part of my column the other month, saved the life of **Kelvin R. Harding** of 1 St Hilda's Close, Horley, Surrey RH6 7BA. Kelvin had been stuck in *Zork III* for approximately 12,567,936 hours and when he saw in ZERO that the Grue could kill 99 per cent of all known Infocom problems, he wasted no time and wrote to him at once. So great was Kelvin's joy when the Grue did indeed come up with the goodies, that he penned the following rhyme, which I think deserves to be read by ZERO's trillion readers (before being thrown into the bin and forgotten). For those who've no time for cissy verse, but just want the low-down adventure-type info, here's what the Grue said to Kelvin, to help him get through *Zork III*:

"As you haven't found the can of Grue Repellant, you must have forgotten to rub the table. If you notice, the indicator on the table changes from time to time, from I through to IV and these represent *Zork I, II* and *III,* with *IV* representing *Enchanter*. By rubbing the table you can transport yourself to a scene from one of these games. If you rub the table while the indicator shows 11, then you'll find the elusive can of repellant and at the same time gain your missing point. If you try rubbing it when the indicator says IV, you'll die and you'll see why when you play *Enchanter*.

As for bugs etc, *Zork III* certainly appears to be full of them. I know of someone who tried to put the staff back into the chest only to be told it was too big, which is strange because that's where it originally came from! She then put the waybread into the chest, went off to the lake, opened the chest again and the game responded with "Someone has been here before, there is some waybread under the tree." The amazing thing is that the game then allowed her to remove not only the waybread but also the tree! Then the game promptly crashed on the next input."

ODE TO A GRUE

BY KELVIN R. HARDING

***Seven was wanted,* and seven it meant,**
My quest was not finished, but my ideas were spent.
I'd pushed the right buttons, the right numbers I'd dialled.
I'd collected the treasures and the master had smiled.

***... And so I'd* decided that life was a bitch,**
My adventuring days over, for this one silly hitch.
I could have wept, I could have cried.
I couldn't forget it, Lord knows how I tried...

***Then came to* my rescue the Man (With The Beard),**
He said "Write to the Grue" (who sounded quite weird).
In the depths of despair, I'd given up hope,
So with details I sent off my stamped envelope.

***Within seven days* came Grue's vital recap,**
He'd sent me the answer. What a wonderful chap!
I loaded *Zork III* and finished it all,
And all down to the Grue who had answered my call.

***And so via* the Man (With The Beard) whom I owe**
Salutations and gratitude, and with these must go
To the Grue my heartfelt and eternal thanks...
To 64 County Road, Ormskirk, West Lancs. (*Well, I couldn't find a rhyme for L39 JQD*)

Footnote 1: It's strange that the point I was missing was for a can of Grue Repellant and I couldn't find it without help from the Grue. Sort of reminiscent of *The Hitchhiker's Guide* (tea and no tea).

Footnote 2: *Zork* is a trademark of Infocom.

Footnote 3: Some Infocom games used to have a whole load of wonderful footnotes...



CLUES-EAU

ADVENTURE HEALTH WARNING: Reading the following may seriously damage your adventure fun – unless you're completely crap anyway.

FRAINCH FROLICKS

Sacré puce, iz eet zat tahm erv ze mernth earlready? Tahm fer yet anuzzer Clues-eau cluesome column? Ah do nert berlieve eet, mah leetle choux buns. Bert it merst be true, becurse 'ere iz zat norty editair pairson, screamin' dans mes lug-'oles. "Where iz eet?" ee say, in 'is ferny accent Anglais, an' ah 'ave told 'im, eet iz down ze corridor, deuxieme á gauche, an ah 'ave a l eetle cherkle becurse ah know wert 'e rilly wernts is mah column, so jerst for mon ami, leetle Timmy-poo, 'ere eet iz wiz ze ahmportan' beets pert into ze good-type Anglais by ze Man Wiz Ze Beard an' ze dictionairy in 'is poche... at leas', ah sink zat is what 'e 'as gert in 'is poche! Euvair to yeu, Maike...



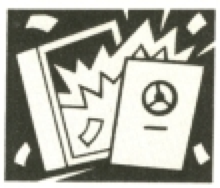
NO MORE NASTY NIGHTMARES



Personal Nightmare problems? Not any more, thanks to **Kiran Budhia** of Christchurch in New Zealand, showing that ZERO refreshes the parts other rags can't even spell. Kiran kindly sent in hints on *Personal Nightmare* and *Maniac Mansion* and a full solution to *Leisure Suit Larry I*. As Larry's had a good crack of the whip, let's have some clues from Kiran's other games in a mo'.

But first, something worth trying on Sierra games, which Kiran plays on an Amiga: press ALT-D and then type TP, when you'll be asked for a new room. Try typing various three-figure numbers, as long as they start with a zero, e.g. 016, 075 etc. Sometimes this crashes the game, sometimes it takes you straight to the numbered location.

PERSONAL NIGHTMARE

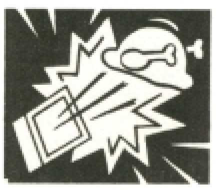


To Open The Registrar's Safe
Read the date that's on the painting and that's your combination.

What To Do With Donaldson's Diary
Give it to the local policeman, who's usually near the post office.

How To Unlock The Diary
Inspect the trousers in the washing machine in the pub kitchen. You go there between midnight and 7am, on the first night.

MANIAC MANISON



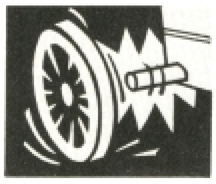
What To Do With The Glass Jar
First fill it up with water and then bung it in the microwave. (Eat your heart out, Delia!)

How To Get In The Garage
Use the Hunk-O-Matic to gain enough strength to open the door.

How To Fix The Phone
Get Bernard to do it with the tools.

The Yellow Key
Found in the green tentacle room, it opens the trunk and also starts the car.

WHIP THAT WHIPLASH



Loads of readers, if not more, have sent off for the Zenobi adventure, *Whiplash And Wagonwheel*, which we did a special offer coupon on a few issues ago (if you missed it, get them back issues now!) What's strange but true is that even more people than actually bought the game have written to me asking for help on it. Very weird.

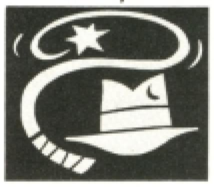
One such personage is **Hugh Jie** of Alton in Hants, who wants to know how to get Joey to talk to him – at the moment all he does is spit in the street. Urgh, yuck. How uncouth. To stop this despicable and anti-social habit, just give him a good kick right in the goolies... oops, no, what I really mean is (enters backwards writing mode, just for the heck of it): HCAORKCOC EHT NO DNATS. Yum. Hugh wants to know what he needs to get into the museum: EDOC THGIR EHT HTIW TEKCIT, of course. And how to get into the house? Well, you can get yourself an invite if you: FIRREHS OT HCOORB EVIG.



I really like the reason Hugh gave for buying this adventure. I said in my review in the April issue that it was for people who don't take their adventures too seriously and Hugh said that as a shoot 'em up veteran he doesn't take adventures seriously at all, so he thought he'd buy this as his first one.

INDIANA JONES – BEATEN BY ZERO READER!

Three cheers... no, come on let's go absolutely wild... four hearty cheers for **Paul Russell** of Aylesbury, Bucks, for sending in a complete solution to *Indiana Jones And The Last Crusade.* Hurrah (times four). Here's his helpful advice on getting started, for those who haven't cracked it yet:-



First head for the gym where a few rounds in the ring will get you into practice for the real thing later on. Go to your classroom and make enough promises to escape your students and enter you lab. Pick up all the rubbish on your desk till you uncover the Grail diary and can read it. Then open the window and escape. *What To Do In The Restaurant:* Read the label of the wine bottle on the table, then when the diner realises it's a lousy wine he'll let you take the bottle. *The Golden Murals Beside The Closed Door:* You'll need to read the diary to see what pattern must be displayed in order to open the door, then push the murals into that pattern. *How To Put Out The Fire:* Offer to get the drunk guard another drink, take his stein and fill it with beer. Use this to douse the fire, then refill the stein.

TOODLE PIP TIME

Parting is such sweet sorrow for there's nothing I like more then a good root through my wonderful ZERO readers' post. (*Stop fawning. Ed.*) So keep it coming, especially those compo entries (hem hem). Send all your bits to The Man With The Beard, ZERO, 14 Rathbone Place, London W1P 1DE.

ARTIFACTS

VISION ON

VISION ON

This month *Ian 'Lost Patrol' Harling* casts an eye over a few of your choicest demos. (Luckily for him, that still leaves one for everyday use. Bleurgh!)

Hello there arty computer people. Ian 'Lost Patrol' Harling here again. This month you've sent in lots of demos for the Vision On gallery and hardly any military hardware at all! And I thought we'd be burning up the Ho Chi Minh trail by now! Just shows how wrong you can be (particularly where bulk orders for M-16 assault rifles are concerned). Anyway, on with the gallery.

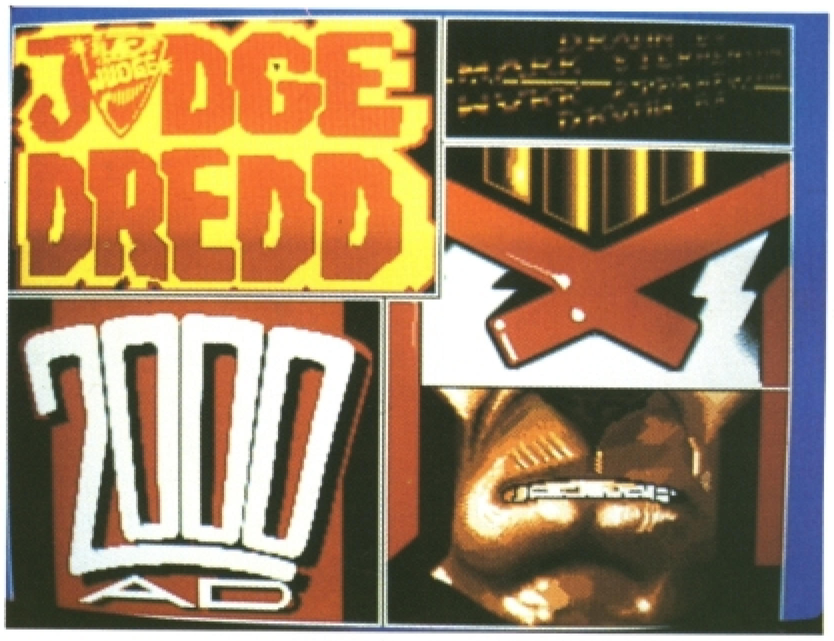
There seems to be a fair bit of good drawing in this batch but sadly it ain't exactly overflowing with originality. Good grief, that wouldn't be another Garfield/Batman/Ghostbuster illo, would it? (Yawn.) Copying can be very good practice but only when it really stretches your abilities or you take it in an entirely new direction.

Next time, let's have some more original demos. Oh and we're running a bit low on napalm if anyone's got any going spare...



Mark Stephenson's Joker.

Write in with all your old arty-farty crap to me, Ian Harling, The Man With The 'Nam Twitch, ZERO, 14 Rathbone Place, London W1P 1DE. Every person who gets a picture printed wins a prize and a place on the next bazooka hygiene course.

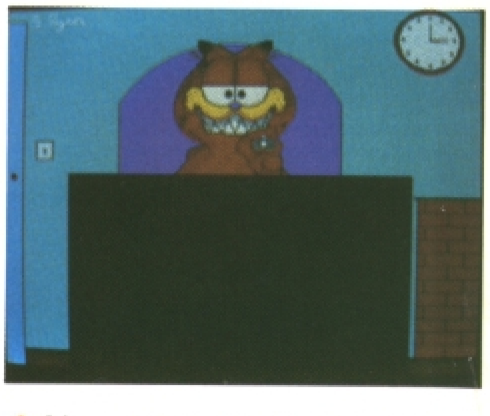


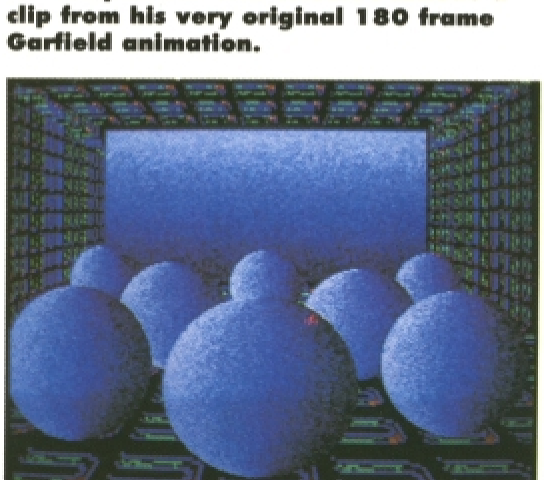
◀ The best of the work this month comes from Mark Stephenson. What makes his work stand out so much is his use of anti-aliasing to give clean edges to all images and also his attempts to develop his own style of original work. Definitely potential here.





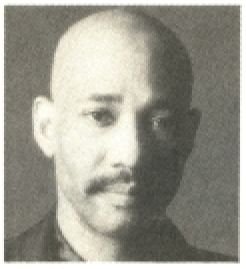
▲ Also worthy of mention is Sean Ryan of Waterford, Eire. As you can see for yourselves, his work shows a good eye for composition and colour. I include a clip from his very original 180 frame Garfield animation.





◀ This weird piccy (one of many) was sent by Jonathan Longden of Yorkshire. Though he seems convinced that all his work is wonderful, this proves that there should be more to life than perspective and gradient fill commands on *DPaint*...

STOP



EVERY ONE'S A WINNER

Uncross your fingers and unknot your hanky (oh and blow your nose while you're about it, didn't your parents teach you anything?), the waiting is over. Did you win the bike, the video or the sink plunger? Read on and find out the horrifying truth...

ISSUE #4

PAGE THREE COMPO

Winner (Roland Sound Module etc.)
J.D. Anderson, Tasburgh, Norfolk.

STAR TREK COMPO

Winner (Saisho Video Recorder plus 4 videos)
L. M. Lodeiro, London.

TEC'S TOOLS

Winner (Mountain Bike)
N. Colledge, Sheffield, S. Yorks.
SECOND PRIZERS (Copies of *Chase HQ*)
Dylan Cross, Needham Market, Suffolk. **Paul Gregg,** Mansfield, Notts. **Barry Vider,** Gillingham, Kent. **Michael Lacey,** Retford, Notts. **Mark Peck,** Colchester, Essex. **George Campbell,** Caithness, Scotland. **Ray Lennard,** Macclesfield, Cheshire. **Ian Wilding,** Upholland, Lancashire. **Daniel Woolstencroft,** Glen Parva, Leicester. **Alan Gore,** Slough, Berks. **Adrian King,** Warwickshire. **Darren Baker,** Eccles, Manchester. **Conrad Rodzaj,** Redland, Bristol. **Rhys Lane,** Slough, Berkshire. **Colin Steele,** Mansfield, Notts. **Mark Pender,** Woolwich, London. **W.D. Burke,** Dogsthorpe, Peterborough. **B. Keen,** Storrington, West Sussex. **David Sharp,** Kings Heath, Birmingham. **Stephen Campbell,** Rozenberg, Holland.

ISSUE #5

NINTENDOMANIA

WINNERS (Nintendo Deluxe System)
Dene Outterside, Gateshead, Tyne and Wear. **Simon Albone,** Leeds, West Yorkshire. **B. Long,** Middleton On Sea, West Sussex.
SECOND PRIZERS (Nintendo Sweatshirt)
Daniel Hankinson, Manchester, Lancs. **B. W. Mair,** Upper Norwood, London. **Kip Linton,** Barrow In Furness, Cumbria. **W. J. Hughes,** Northfield, Birmingham. **Mark Forrest,** Sheerness, Kent. **Andrew Leigh,** East Grinstead, West Sussex. **Martin Bayliss,** Sunbury On Thames, Middlesex. **Bradley Rickards,** Harlow, Essex. **James Solomon,** West. Hagley, West Midlands. **David Sinclair,** Fortrose, Ross Shire.

P47 COMPO

WINNER (Radio-Controlled Plane)
Bradley Rickards(!), Harlow, Essex.
RUNNERS UP (P47 Model)
William Fergusson, Havant, Hants. **Matthew Donaldson,** London. **Jonathan Meeks,** Wasdale, Cumbria. **Adam Coombs,** Chardstock, Devon. **A. Ben David,** Crumpsall, Manchester. **Angie Bradley,** Hall Green, Birmingham. **Neil Currie,** Clydebank, Strathclyde. **A. Waughington,** Pontypridd, Mid Glam. **LA B Hillier,** Fort Austin. **Paul Symes,** St Ebbes, Oxford.

MIRRORSOFT COMPO

WINNER (20 Games)
Iain Balaam, Chelmsford, Essex.
RUNNERS UP (Game and sweatshirt)
Andrew Baker, Cheadle, Cheshire. **Luke Jones,** Bovingdon, Hertfordshire. **Jeremy Murphy,** Tunley, Avon. **Jake Plage,** Ellesmere Port, S. Wirral. **Mark Steel,** Childnall, Liverpool. **J. Lawson,** Basingstoke, Hants. **Edward Wright,** Reading, Berkshire. **John Koropoulis,** Athens, Greece. **E.A.G Burcher,** Harrogate, North Yorkshire. **James Kirby,** Roehampton, London. **David Ferguson,** Clydebank, Dunbartonshire. **James Karat,** Hampstead, London. **Andrew Setchell,** The Park, Cheltenham. **Martin Sheppard,** Swanwick, Derby. **Norman Tovey,** Rugby, Warks. **Mark Walters,** Mansfield, Notts. **Jason Ready,** Brentford, Middx. **Stuart Reid,** St Andrews, Fife. **David Caswell,** Crickhowell, Powys. **Neil Smith,** Longfield, Kent.

ISSUE #6

GET YOUR KIT OFF

WINNER (Visit to West Ham)
Martin Hunn, Canning Town, London.

BUBBLE IN MY U BEND

WINNER (Sony Stack Stereo System)
James Hore, Leavenheath, Colchester.
SECOND PRIZERS (Copy of *Pipe Mania*)
Paul Aldous, Norwich, Norfolk. **Richard Barron,** Kendal, Cumbria. **James Benstead,** Dunstable, Beds. **Andrew Bradford,** Islington, London. **D. Broughton,** Houghton Regis, Beds. **Roy Brown,** Gateshead, Tyne and Wear. **Simon Chanas,** E. Lothian, Scotland. **Simon Dunn,** Chorley, Lancs. **P. Holme,** Rugby, Warks. **James Milnes,** Bradford W. Yorks. **Stephen Moody,** Gilfach Goch, Mid Glam. **Tony Moylett,** Basingstoke, Hants. **Hugh Nisbet,** Ayrshire, Scotland. **Kevin Pyle,** Ilford, Essex. **Andrew Richardson,** Nunhead, London. **Keith Ridley,** Bloxham, Oxon. **Ben Stubbs,** Pershore, Worcs. **Paul Whittred,** St Helens, Merseyside. **P.J. York,** Mobberley, Cheshire.
BOOBY PRIZE (Plunger)
D. Riley, Greenwich, London.

ROY WALKER COMPO

WINNER (Sega Mega Drive)
David White, Aylesbury, Bucks.

FOOTBALL COMPO

SUBBUTEO THE COMPUTER GAME

WINNERS
Gareth Clark, Ascot, Berks. **Chris Parry,** Llandudno, N Wales. **Stuart Cuthbert,** Drighlington, W Yorks. **Chris Odonnell,** Huyton, Merseyside. **Lee Faulkner,** S-O-T, Staffs. **Paul D McMullen,** Doncaster, S Yorks. **J.D. Solomon,** W . Hagley, W. Midlands. **Michael Lacey,** Retford, Notts. **Marc James,** Diss, Norfolk. **Johnathan Pickard,** Shipley, W Yorks. **Chris Backley,** Haywards Heath, W Sussex. **Robert Gough,** Reading, Berks. **Glyn Butter-worth,** Ambleside, Cumbria. **Daniel Yarlett,** Croydon Surrey. **S.M. Jenkins,** Swindon, Wilts. **Chris Mew,** Fareham, Hants. **Philip Hughes,** Seaforth, Liverpool. **Charles Platts,** London. **Steven Johnson,** Blackburn, Lancs. **Rob Wiliams,** Berwick on Tweed, Northumberland.

FOOTBALL MANAGER WORLD CUP EDITION

WINNERS
Wai Hung Liu, Morden, Surrey. **Nicholas Lodge,** Mill Hill Village, London. **Jonathan Poore,** Pevensey, E. Sussex. **C.B. Wiffen,** Gt. Dunmow, Essex. **Andreulos Lockamidies,** Enfield, Middx. **Andrew Rahaman,** Morden, Surrey. **Andrew Weavers,** Cowbridge, S. Glam. **Peter Rogers,** Halesworth, Suffolk. **Mark Philp,** Dunfermline, Scotland. **Philip Wolfe,** Romford, Essex. **Stephen Wallace,** Norwich, Norfolk. **Paul Gabriel,** Tycoch, Swansea. **Jonathan Davies,** Oldham, Manchester. **Paul Bennett,** Cotgrave, Notts. **Mike Bradwell,** Moss Side, Manchester. **R.A. Rostrom,** Blackburn, Lancs. **N. Swindells,** Skelmersdale, Lancs. **Simon Ingram,** Witney, Oxfordshire. **Daniel Ager,** Eastwood, Essex. **Geoff Kirkland,** Fetcham, Surrey.

LIVERPOOL FC SOCCER

WINNERS
Steve Mckee, West Bromwich, W. Midlands. **Jonathan Dearnley,** Huddersfield, W. Yorks. **Ashley Fry,** Swindon, Wilts. **Richard Hughes,** Welwyn Garden City, Herts. **Stephen Hutchings,** Swansea, W. Glam. **A.M. Woods,** Peeping St James, Nr Peterborough. **Philip Daly,** Luton, Beds. **M.J. Bradbury,** Nuneaton, Warks. **Lee Anthony,** Chelmsford, Essex. **Giles Newman,** Ipswich, Suffolk. **Andrew Madge,** Cowbridge, S. Glam. **Nathan Hovell,** Newport Pagnell, Bucks. **Tony Peters,** Feltham, Middx. **James Matthews,** Swindon, Wilts. **Rob, Thompson,** Sandbach, Cheshire. **James Riddett,** Rickmansworth, Herts. **Mark Fry,** Swindon, Wilts. **Rob Fowler,** Southend on Sea, Essex. **Mark Wellington,** Westcliff on Sea, Essex. **Stuart Robertson,** Aberdeen, Scotland.

GARY LINEKER'S HOT SHOT

WINNERS
Bevan Gould, London. **Tony Small,** Harrow Weald, Middx. **Matthew Drew,** Solihull, W. Midlands. **Leon Rothwell,** Warrington, Cheshire. **Paul Hulatt,** Gillingham, Kent. **M.W Smith,** Rubery, Birmingham. **Darius Andrew,** Watford, Herts. **Ben Clifford,** London. **Campbell Mckelvie,** Beddington, Surrey. **John Stevens,** Brighton, Sussex. **Nick Oldfield,** West Bridgford, Nottingham. **Steve Collett,** Croydon, Surrey. **Michael E Dsantos,** Sanderstead, Surrey. **Tony Wood,** Pinner, Middx. **Michael Page,** Hounslow, Middx. **Stephen Hall,** Shildon, Co. Durham. **Mark Bergan,** Slough, Berks. **Mark Keeler,** Stanley, Co. Durham. **A. A. Chant,** Cowes, Isle of Wight. **Julian Pearce,** Wimbledon, London.

PLAYER MANAGER

WINNERS
Man Hun Wong, London. Nathan Post, Wirral, Merseyside. **Neil Dearman,** Waltham Abbey, Essex. **Sue Heathcote,** Stockport, Cheshire. **Alan Sherwin,** Coventry. **James Godfrey,** Dunnington, York. **Bernard Myers,** Douglas, Isle of Man. **Martin Wong,** Chesterfield, Derbyshire. **Paul Whitbread,** St. Helens, Merseyside. **Neil Tester,** Nr Tonbridge, Kent. **Matthew Washbrook,** Wolverhampton, W. Midlands. **Gary M. Nelson,** Sileby, Leics. **Robert Bourne,** Nr Nuneaton, Warks. **Eddy Di Luccio,** Leamington Spa, Warks. **Chris Riley,** Wirral, Merseyside. **B. Mooney,** Washington, Tyne and Wear. **Billy Grosser,** Hull, N. Humberside. **David Clarkson,** Leyburn, N. Yorks. **G.A. Moore,** Cwmbran, Gwent. **P.J. York,** Mobberley, Cheshire.

AND FINALLY...

THE SPINE CABBAGE COMPO

WINNER (A Cabbage)
Jenny C. Aldous, Norwich, Norfolk.

STOP

yikes!

THE READERS' PAGES

Send all your old crap to Yikes!, ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE – there might even be a rather spanking free 'gift' in it for you.

CLAIMS TO FAME

Liggers of the world unite!

Bevan "Friend To The Stars" **Gould** of **Brixton** in London is first up. Bevan is what's known as a 'doorway hanger'. He goes to parties of the rich and famous and hides behind individuals – getting his accomplice to take a photo through a secret, hidden buttonhole camera. Here's an example of his work. It's Bevan behind Nigel "Monster Man, I Can Dig That" Kennedy: the virtuoso 'punk' violinist and musician's musician.



We showed it to a lip reading expert, who told us that Nigel is saying "Hey man, that cat Eric *(Clapton)* and me jammed out a rock solid groove after *Neighbours* on Tuesday. It was monster, man, really monster." Bevan isn't saying anything.

Secondly we have **Kevin Buchanan** of **Accrington** in **Lancashire...**

"I have circled myself in this photograph (taken about four years ago) next to Dennis Taylor the snooker player."

Yes, but there are also about eight billion other people. And what is Dennis doing to that poor girl? We're going to send Kevin's prize to the girl in question – not that we'll be able to find out who she is. Hey! That means we save some money. Let's have a party! (Sound of the Claims To Fame section going to Tescos.)



HIGHEST JOYSTICK IN THE WORLD

Where we ask you to take a photograph of a joystick carted up to a ridiculous altitude...

Zip-a-de-doo-dah! A record has just been broken. In issue number six **Fraser MacDonald** of **Hurlford** took his joystick up a mountain and set the land-based record at 3,200 feet. Well, he's only gone and broken his own record by 118 feet. Well, here's what his letter said...

"This time my joystick is parked at the summit of Ben Ime (yes, I-M-E, probably Gaelic or something). The height is 3318 feet. Anyway, I climbed Ben Ime when I should have been doing revision, so if I fail all my exams I'll blame ZERO. Next stop Ben Nevis!

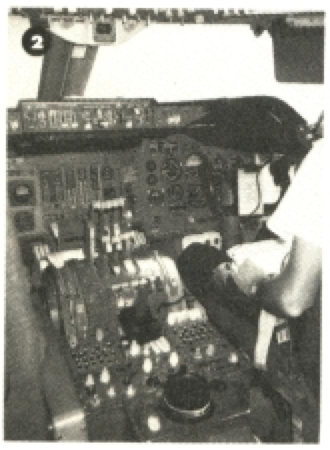


3. Now swiftly on to the aircraft based altitude. Er, you know we said that there was going to be a special prize for the first shot of the interior of a commercial airline cockpit with joystick, altimeter *and* pilot? Well, we received three on the same day. So who wins the prize? Tricky decision time ahoy. Um (much thinking and chewing of nails). Right! Here's the running order. In third place we have **W. Muldrew** of **Milton Keynes**. You can only see the pilot's hand and the photograph itself is a little bit on the crap side, but three cheers anyway.



3

2. In second place we have **Roddy Herries** of **Banchory** (near Aberdeen). Yup. Has to be said that it's a corker of a photo – but (there had to be a 'but', didn't there?) – you can only see the pilot's arm (he was called Captain Green for what it's worth). Bad luck old bean.



2

1. But in first place and winner of a super ZERO goodie pack is none other than **Chris Hook** of **Maidstone**, Kent. It has to be said that, technically, it's an absolutely appalling photo – but the most important thing of all is that he actually talked the pilot into holding the stick and beaming at the camera simultaneously. Here's what his letter said...



1

"This is real. I didn't make the cockpit out of washing up bottles and ask my uncle to dress up. Now where's my gift?"

● It's on its way (as are the runners-up prizes). So what next? Where can we go from here? Well, the altitude record itself still stands at 37,000 feet, so can still be broken (if there are any astronauts reading). However we still want photos of joysticks in interesting places. Even if you feel you can't smash the records, you can still impress us with a shot of one on the bed of the Marianas Trench or something. Here's one from **Gaz** and **Rick** of **Stockport**. Gaz says "One day me and my mates threw a party at my place and found my joystick having a party of its own in the bedroom. Now that's what I call 'high'." Yes. It's 'out of its box' in both senses of the phrase.



BLACK SHAPE

The Alternative* Letters Page

*i.e. squidgy.

Hello. Black Shape here. Or 'Forme Noir' if you happen to be reading this in France – not that anyone will be reading this in France. Funny old world, isn't it? ZERO's quite popular in Holland, Sweden, Norway, Spain, Portugal – in fact in just about every country in Europe... except France. Let's face it, the French just don't like the British. Britain is, quite simply, not on the French 'Christmas card list'. Oh well – who cares. Time for you lot...

Dear Mr Shape,
Are you any relation to Red Shape, who lives on the Soviet Union leader's head?
Victor "Nosehair Remover" Kiam
Beverly, Humberside.

● *Er, you know I said I didn't have any relatives? Well I totally forgot about that one. Yes, we are related. Did you know that when Gorby was younger he used to comb his fringe over Red Shape? And when he started going bald he tried to remove my cousin with a Black And Decker rotary potato – er, I mean sander? No? Not many people do know that as it happens.* **Black Shape.**

Dear Blackie,
I have a complaint to make. The other day I bought a box of diskettes for my computer. While sticking on one of the labels I noticed a little picture on the back. It was a picture of somebody setting the write protect tab to the "protect" position. Next to it were the words "To protect from erasure." The thing is, Erasure is a brilliant band and I'm sure neither Andrew Bell nor Vince Clarke would want to wipe my disks. But it's not just one company. Nearly all disks say the same thing on the back. What have all the disk manufacturers got against Erasure? I for one will never buy another disk again.
Dale Wilks
Cambridge.

● *You're right that Andrew Bell wouldn't want to wipe your disks (he's too busy poncing around with his silly dances) – but the problem is actually Vince Clarke. He 'doodles around' on his keyboards the whole time and ends up with hundreds of songs which he saves onto disks so he can work on them at a later date. As you can imagine, the silly chump is always running out of disks – so he's turned into a bit of a 'magpie'. If he sees one lying around you can bet your bottom dollar he'll pinch it, wipe it and stick one of his tracks over the top. Disk manufacturers felt they might be sued if they wrote "To protect from Vince Clark" on the back, so they've deliberately been a bit vague. Hope that clears things up.* **Black Shape.**

Dear Black Shape,
I am writing in defence of that butt of southern humour – Accrington. Apart from the football team (useless) over the past few years Accy has cleaned up its act. Most of the chimneys have gone, leaving only a handful, and the town itself and the Borough it is part of (Hyndburn) are becoming much more modern – with new facilities and a sports and leisure complex being planned. If you want a town to pick on, try Bacup. However, the *city* in worst condition that I have come across is London. Not a very nice place at all.
Kevin Buchanan
Accrington, Lancs.

● *You obviously haven't been to Birmingham then. Oh and although it isn't my department, I must poke my nose in and say that your entry to* Claims To Fame *is terrible. Absolutely appalling. Almost as bad as the Mike Read one a few issues ago. You ought to be ashamed of yourself.* **Black Shape.**

Dear Black One,
Please help me. I am an addictive A500 user. My mum told me I could as well sleep with my computer... so I did. Now I'm afraid my dear Amiga got pregnant. As there's no Belgian law which allows abortion I must take the babies. Can you tell me the amount in which these little ones come? And are there any anticonseptive products for the Amiga so I can safely sleep with it in the future? I just hope I didn't catch any virus. Please help me!
Gert Ouderits
Mol, Belgium.
P.S. Sorry for any writing errors, I'm just not English.

● *I'll tell you something else you're not – and that's an entrepreneur (go and look it up). Don't you realise that your sexy encounter with the Amiga will net you quite a lot of francs? The average Amiga litter contains eight 'pups', you see, which can subsequently be sold. If you use anticonseptive products (not that there are any), you won't be able to make any more dosh.* **Black Shape.**

Dear Black Shape,
I would be very curious to know how a semi-sentient quagmire of blackness such as yourself reproduces. Is it the normal sexual technique, to which so many of us are accustomed? Perhaps you could have a 'spot Black Shape's genitalia' competition. Or perhaps not.
Biggles The Flying Tortoise.

● *My word – everyone's got sex on the brain. Oh well, if you really must know then yes, I do employ the usual sexual technique. However, I feel that a 'spot my genitalia' competition would not really be in keeping with the family viewing tradition of the magazine. However, as you're obviously rather interested, you'll be able to find it if you look very carefully. (I'm wearing a condom this month, you see).*
Black Shape.

Dear Black Shape,
I think as consumers we should all stand up for our rights when it comes to misleading advertising. For too long now the 'big boys' of the retail business have been getting away with far too much. For example, one day last week I was wandering about the town when I happened upon a cake shop. Feeling a little peckish I looked through the window and made my choice. You should have heard the language that greeted my order. All I asked for was a pounds worth of the dead wasps and flys that were arranged so beautifully at the bottom of the window. It's advertising techniques like this that are confusing a lot of punters like myself. I mean, why do they promise what they can't offer?
Justin Mason
Ryde, Isle of Wight.

● *It's a gross malpractice. Incidentally, some cake shops have an electrified ultra-violet tube which attracts and cooks the insects? It's funny – they go to such trouble and expense to bake the things and then don't add them to the menu. It's hardly surprising that so many cake shops go bust.* **Black Shape.**

MAD DOG FIGHTER ACE

Yo, fly boys! (And girlies.) Mad Dog here, cradling a pile of application forms. And my, my, my – you all want to be the co-pilot or the rear gunner, don't you? No-one wants to be the navigator and no-one wants to be a stewardess. And I desperately need stewardesses. What's the matter? Am I wrong? Are there no 'babes' reading? Come on girls, you've got your equality everywhere else – allow the aeroplane cockpit to be the last bastion of chauvinistic male domination. Anyway, what's wrong with only being a hostess for God's sake? All you have to do is deal with drunken, abusive passengers (and give them their plastic tray with the olive on it). An easy job. You wouldn't want to trouble your pretty little heads with all those complicated aircraft controls, would you? No, of course you wouldn't. Then send in your air hostess applications now (with a photo) – after all, I wouldn't want to have to ask the chaps to send in photos of themselves dressed as women, would I? It may actually come to that though, because I can't take off without cabin crew. I need your applications and I need them now. And don't forget, after our first terror filled trip, any survivors (if there are any) will be receiving a software prize.

Here's the short list for the co-pilot position: **Andrew Gough, Paul Bennett, Paul Scholes** and **Paul Gayford.** Coins will be flicked next month. And as for the rear gunner position? Well, all these chaps are in (because you need quite a few 'spare' rear gunners – seeing as they always get shot within minutes). There's **James Black, Jason Weir, Paul Russell, Jaimie Lacey, Mr C** and **Pinky Pickering.** I picked Pinky because he said he was good at melting plastic spoons in hot cups of coffee – an invaluable skill when the shit hits the fan at 12,000 feet. So there we have it. All I need now are the air hostesses (I'm not going through all that again) and a navigator. Oh and I said last month that the maiden voyage was going to be a low level jaunt over Beirut. I forgot to mention that to get there we're going to be flying (without permission of course) through Tunisian airspace. It should be a real hoot! Oh, and girls... photos please!

Mad Dog Airways Application Form

NAME ______________________

ADDRESS ______________________

____

POSTCODE ______________________

Position applied for

☐ Navigator (enclose CV)

☐ Hostess (enclose photo)

I think I'd be good for the job because (continue on separate sheet if necessary)...

____

____

____

____

ASTRONOMY CORNER

PROFESSOR BERNARD NEBULA

(Great Britain's First Astronaut)

Professor Nebula was tragically killed in a disco dancing accident. He will be cremated next week and his ashes scattered over Heather Couper's dining room carpet. (She's promised not to hoover for three weeks.)

CHATLINES

HARDWARE

HARDWARE

MAKE YOUR MICRO EARN

SOFTWARE

GIVE OR TAKE

Yep, it's the ZERO *Exchange And Mart* section. If you've an eye for a bargain, then look no further. 'Cos if you're buying or selling your old computer, getting married or giving birth, get your 30 word message printed in these hallowed pages for the handsome price of naught pence. But remember we won't print any software sales and businesses will have to advertise in the Launch pad section.

HARDWARE

- Sega Megadrive – PAL Version inc. *Darwin* game, two months old £150 or swop for SCART Version, phone 0271-813430 and ask for Andy after 5:30 weekdays or anytime weekends.
- For sale Tandy 3000NL + printer + 640K + connectors + latest games + monochrome monitor all for £799 for more details phone Mr Malik on (0902) 710 268
- Sega Master System, 5 games; *Hang On, R-Type, Altered Beast, Ninja, Space Harrier* + one joypad. Like new, sell £60 ono phone 357 0888.
- BBC Electron games, loads of mags + manuals also Spectrum ZX81. Cost £150 sell £45 ono. Tel. Bugshot 75073 after 4pm on week days.
- Atari 520 STFM, 1 Meg Drive, all usual software + £600 worth of games (At least!) still boxed. £250 ono. Phone (081) 427 8995.
- A real bargain! Atari 520 STFM small (but perfectly formed) games library (*Rainbow Islands, Wayne Gretzky*, etc.) All manuals, leads, mouse. Just £195 ono. Phone 071 407 5023. Ask for Howard.
- Philips colour monitor for sale in North Dublin area. Atari St, XE, C64 + Amiga compatible £190 ono. Phone (01) 474 366. Ask for David (after 3:30pm).
- Atari 520 STFM 1 Meg internal drive, stereo sound, 70+ games, Art/Film Director, PD, STOS, magazines, seuck, all cables included and much more. Worth £2000+ sell £500. Phone Cambridge 0223 351138
- PC Engine (PAL), 4 games, *Altered Beast, Side Arms, PC Kid, Wonder Boy*, 2 Player Adaptor, R/Fire Joypad. Worth over £320 sell for £250 phone (021) 784 9664 all boxed.
- Swap my PAL Sega Megadrive and PC Engine + 3 games and joypads for Atari ST or STE with 1mb Internal Drive with extras. Tel. (0254) 53195 after 5pm.
- Atari ST 520 FM recently serviced with thirty original games including *Xenon 2, Populous, Chaos*. £470 worth of games, loads of mags, joystick, mousemat. Worth £800 all for £470. Phone Stephen on (0425) 275 154.
- Red Hot! A590 Hard Drive for sale. 20mb of power boxed with manuals, 2 months old £300. Also PC Engine with *Dragon Spirit* £120. Phone Lloyd on 071 635 9437
- Atari STFM 520 includes mouse, joysticks, manuals, language disk, copying disk and games all for £350. Ring Alex on (0602) 734 193.

SOFTWARE

- Amiga contacts wanted. Send lists 101% reply. Write to Andy, 36 Bramble Drive, Honeywood Gdns, Carlton, Notts, NG3 6NE. S.A.E appreciated.
- Thousands of Amiga IFF samples on discs. Instruments, sound effects, breakbeats etc. Compatible with any program sae for lists. Chris Jackman, 3 Albion Terrace, Lexham Road, Litcham, Kings Lynn, Norfolk, Norfolk, PE32 2QQ
- Amiga Contacts wanted!! Send disk and/or list to me. 100% reply for disk senders. Jani Nevalainen, Holkkasvora 6C27, 36220 Kangasala, Finland. Be fast.
- Swop Amiga games and other things (like demos and books) 100% reply. Send list and disks to Paulo Jorge, Rua Alexandre Herculano No2 3Dto Cova Piedade, 2800 Almada, Portugal.

WANTED

- Megadrive PC Engine, Sega 8-bit nintendo ES and gameboy software, Ring 081 890 0807 and leave a message or send lists to: G Schofield, PO box 13, Feltham, Middlesex TW14 8BG.
- *Nigel Mansell's Grand Prix*. Will swop *Chase HQ, Rugby and Nitro Boost*. One of yours for four of mine. Call Martin on 0387 69452. For Atari ST only.
- Wanted assistance in loading Noisetracker Modules into SEKA (Amiga). Need full instructions and source. Please help. Contact Dave, 2 Ashfield Grove, North Shields, Tyne and Wear, NE22 0HS. Ta very much.
- Swop Nintendo Gameboy Games:-*Nemesis, Tetris* for *Castlevania* (Dracula), *Mario Bros* or will consider most other things (games) Phone (071) 431 2100 after 6pm week days.
- ST or Amiga wanted in the North Wales area. Will pay cash for good condition. Tel. 860 842 after 6pm.
- ST adventure games help, clues, tips and solutons needed and offered. *Space Quest 1,2 + 3. Kings Quest IV, Zak McKracken* and others. Call Daniel 04868 21792 5-8pm. Any day.

FANZINES

- Yep, the September issue of the best 16-bit mag in the universe (packed with the hottest news, reviews, previews, tips and cheats) hits the streets on August 9th so don't miss it. And it's called um... ZERO actually.
- A+SG new mag for Amigas and Spectrums. Arcades, music, comics, features, reviews, news, movies and Ninja Turtles! First 5 get special newsletter. Send 70p to 24 Nicholls Field, Harlow, Essex.
- Console Magazine, the number one fanzine for new gamers. Send £1 for latest issue to Onn Lee, 125 Arnold Road, Bestwood Estate, Nottingham, NG5 5HR. For PC Engine, Megadrive, etc.
- 081 and proud of it! Are you? If you are join the club. Send sae to Nelson Cook, 9 Tredegar Terrace, Bow London E3 5AH. "The Inner City Sucks."

PENPALS

- ST contacts wanted to swop hints, tips and games, so write to Nick, 187 Ingrave Road, Brentwood, Essex CM13 2AB.
- Amiga contacts wanted to swop hot demos, only demos. Write to K.I. Larson, Weidemannsvei 23, 7014 Trondheim, Norway. No lamers please.
- Amiga pen pals to swop P.D hints, tips and to solve problems, send your P.D lists to Jason, 29 Cheviot Road, Rough Hills, Wolverhampton WV2 2HB.
- Amiga contacts wanted worldwide send a list and a disk to No Name Team, PO Box 3123,123 Reykjavik, Iceland.
- Amiga contacts wanted – send disks and lists to Rich, 21 The Orchards, Lydney, Glos, GL15 5JR. Disks get priority or phone 0594 841863, beginners welcome.
- Atari contacts (ST) get back to me. G. Bingham, 12 Bowman Place, Stewarton, Scotland, KA3 3HZ. Asap. I won't write back if your letter is crap.
- PC contacts wanted (anywhere in the world) 100% reply. Write to Olafur Eliasson, Urridakvisl 25, Iceland, RVK 110.
- Any ST contacts left out there? Write to: The White Dwarf, Rockfield House, Greora, Co. Limerick, Ireland. 100% reply. 68000 coders, modem users and adventure gamers especially welcome.

LONELY HEARTS

- Just one (13-15) girl wishing for a (14) boy using the Amiga A500 write to– Brent, 4 Grange Close, Carlton-in-Lindrick, Worksop, Nottinghamshire, S81 9DX. I am waiting for u!!
- 18 year old ST owner seeks female 17 plus to swop hints, tips and love letters. If you're single and sexy contact Adam, 12 Glebe Ave, Hunstanton, Norfolk, PE36 6BS

BIRTHS, DEATHS, MARRIAGES AND DIVORCE

- To Mandy Cheng of Levenshulme in Manchester, I wish you a very very Happy Birthday on the 28th July 1990 with lots and lots of love from Wingy.
- 48K Speccy died shortly after heart operation (Couldn't afford £1.50 for new Z80) Funeral at Gazzo's to be arranged.

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ISSUE TEN ZERO
Mildly interesting Fact No. 3468079. Due to lightning strikes, more people are killed while playing golf than any other competitive sport!
AUGUST 1990

ZER

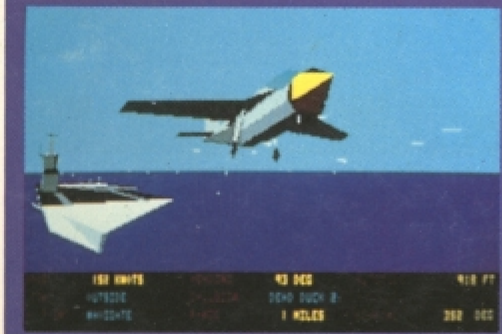
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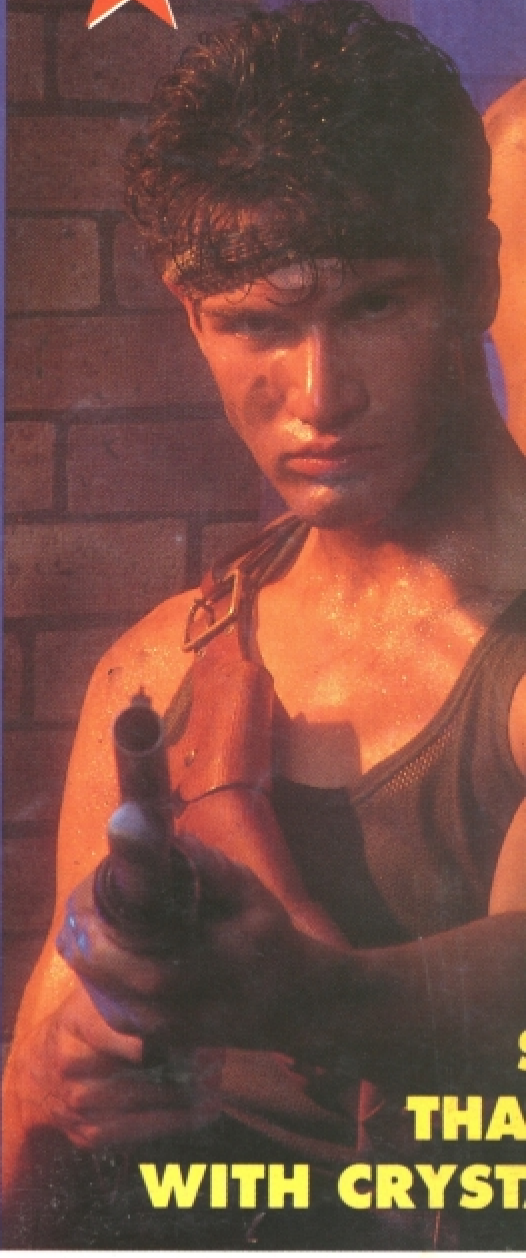
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